PULP!

Skirmish Adventure Wargaming

Marco Arnaudo

OSPREY
WARGAMES

Pulp!

Skirmish Adventure Wargaming

Marco Arnaudo

CONTENTS

INTRODUCTION 4
Preparation 4
Key Concepts 4
Overview 6
Turn Sequence 8

CREATING A WARBAND 8

ACTIVATION 10

ACTIONS 12
Defensive Stance 12
Movement 13
Ranged Attacks 14
Melee Attacks 17
Hits And Saves 21

OBJECTS 23

VEHICLES 24

WEAPONS AND EQUIPMENT 25

SPECIAL BENEFITS 28
Initiative 28
Activation 28
Movement 28
Ranged Combat 28
Melee (First Round) 29
Continuing Melee Phase 31
Save Roll 31
Recovery 31

ROLEPLAYING ASPECTS 31
Life Experience Profile 32
Consuming Obsession 35
Traumas And Phobias 35
Character Progression 37

ANIMALS 38
Trained Animals 38
Untrained Animals 38
Animal List 40
Animal Modifications 42

ADVANCED TERRAIN AND MOVEMENT 43
Elevation And Climbing 43
Plateau Effects 43
Doors 43
Other Terrain 45

CREATING SCENARIOS 46
Terrain 47
Types Of Mission 47

CHROME 55

CAMPAIGNS 57

EXAMPLE SCENARIOS 58
Scenario 1: Escape from New Rome 58
Scenario 2: The Garden of the Thousand Sorrows 61

INTRODUCTION

Pulp! is a scenario-based, skirmish miniature wargame where players take on the role of heroes and villains inspired by the pulp fiction of the 1920s and 1930s. This is a world of adventure and excitement, but also obscure menaces that may threaten the very survival of humankind!

Adventurous explorers, daring archaeologists, hardened detectives, costumed avengers, deranged cultists, mad scientists, international spies, cruel gangsters, survivors of ancient civilizations, mysterious aliens, and fantastic beasts: all are at home in the colorful world of *Pulp!*

While inspired primarily by pulp serials such as Doc Savage, The Shadow, The Spider, and The Phantom Detective, *Pulp!* also borrows elements from other remarkable examples from this golden era of fiction. Inspiration came in particular from the hard-boiled genre, early science fiction, Lovecraftian horror, Tarzan's adventures, monster movies such as King Kong, Dracula, and Frankenstein, and the dawn of the superhero genre.

If it's fun and larger than life, it probably belongs in *Pulp!*

PREPARATION

To play the game you will need:

- Six-sided dice
- 28mm miniatures
- 2D or 3D terrain
- A playing area of approximately 3' x 3'
- A ruler, measuring tape, or other instrument to measure distances in inches (")
- Tokens (five types are recommended to track Wounds, Reaction Fire, Defensive Stance, Spent Models, and Objectives)
- This rulebook

KEY CONCEPTS

Pulp! is meant to be played in an hour or two, and it uses an average of 6 to 24 Models in a standard session. The game is played in scenarios, each with specific victory conditions. Several scenarios and instructions on how to create your own adventures are included at the end of the rulebook. Further official scenarios will be made available in future expansions.

Pulp! is primarily a two-player game, with scenarios that feature two opposing parties controlled by the players. It is possible to play the game with more than two players simply by splitting the two parties into smaller groups and assigning each to a different player. You can also create larger scenarios with more than two parties involved. *Pulp!* also works well as a solo game, with a single player controlling all parties and playing them to the best of their abilities. The unpredictability of the activation system and the combat rolls ensure a lot of surprises for the solo player.

As in most miniature wargames, cases may emerge that are not covered in the rules. In these situations, players should use practical sense, gamer's wisdom, and common courtesy. If an agreement cannot be reached, roll a die and let Lady Fortune settle the matter.

© Pulp Miniatures

OMEGA EXPED

If a rule does not make sense in a particular situation, feel free to ignore it or modify it.

This game is best experienced by players who have the right spirit and want to enjoy exciting, sensational adventures in the world of the classic pulps. Theme and story should be the players' main concern. We do not recommend obsessing over minuscule imprecisions in measurements or trying to exploit the mechanics for the sole purpose of winning the game. If you play the game, you are already winning; if you play just to win, you are already losing.

All distances in the game are expressed in inches.

OVERVIEW

Each turn the players roll to determine who has Initiative. The player with Initiative gets to decide the timing of certain actions.

Next, Models that are locked in Melee from the previous turn fight a round of combat or attempt to Withdraw from the fight.

Players then alternate activating Units. Models in an activating Unit check their Cohesion to see if they will receive a Full or Partial Activation. Models in the active Unit resolve their Full and/or Partial Activation. They may walk, run, attack with Ranged or Melee Weapons, get ready to fire, or take a defensive stance. Special Points can be spent to purchase specific Benefits.

After all Models in a Unit have resolved their Active and/or Partial Activation, the opposing player activates one of their Units.

Activations continue this way until all Units have been activated.

Finally, tokens that do not apply anymore are removed from the play area, and a new turn is started.

DICE

Pulp! uses regular six-sided dice.

A natural roll of 1 is always a failure, regardless of modifiers. A natural roll of 6 is always a success, regardless of modifiers. Simply ignore all modifiers when a 1 or a 6 are rolled.

Multiple modifiers are cumulative, and they are added together into a single modifier before rolling. Modifiers may never bring the final die result over 6 or below 1. Ignore all modifiers in excess.

MODELS AND UNITS

Models in the game are the individual characters who participate to the action. By "Model" we mean a single figure representing a single character in the play area. Models are defined by their level of Experience, their Combat values, their Protection value, and the weapons and equipment they carry.

Models are organized in Units. A Model can form an independent Unit all by itself, in which case we talk of a Single-Model Unit. In other cases, several Models will be part of a Multi-Model Unit. All Models in a Multi-Model Unit activate together, one after the other, before Models of another Unit can be activated.

Usually, all Models in a Unit share the same basic stats and level of Experience. Often, although not necessarily, they also share the same equipment and defensive capabilities.

TYPES OF UNITS

Types of Unit Table

Experience	Models	Activation	Skill	Special Points	Suppression	Wounds
Superhuman	1	2	2	4	Y	2
Hero / Villain	1	2	3	3	Y	2
Elite	1–2	2	3	2 per Unit	Y	2
Veteran	2–3	3	4	2 per Unit	Y	2
Seasoned	2–3	4	5	1 per Unit	Y	2
Green	3–4	5	6	0	N	2
Extra	1–4	3	6	0	N	1

EXPERIENCE LEVELS

Heroes and Villains are extraordinary characters who take a prominent role in the action. They are usually Single-Model Units. Superhumans are functionally similar to Heroes and Villains, just more powerful and extremely rare.

Elite Units are the main assistants of Heroes and Villains, so basically sidekicks and main henchmen. They are usually organized in Units of 1 or 2 Models.

Veterans and Seasoned Units are the bulk of the adventuring crews out there. Assistants, collaborators, trained professionals, and average henchmen, they contribute to the action by combining strength in numbers and professional skills. They tend to be grouped in Units of 2 or 3 Models.

Green Units are recruits who still need to prove their worth in the battlefield. They are usually organized in groups of 3 or 4 Models.

Extras have no experience in tough situations. They are those characters that, in film and literature, are there mainly to get KO'd in the first ten seconds of the story. Generic mobs, zombies that have lost some limbs, crazy cat ladies, teenagers entering a haunted mansion, botanists wearing a red shirt … this kind of character. They can be grouped in Units of 1 to 4 Models, depending on the purpose they have in the scenario.

SPECIAL POINTS

Special Points (SPs) are spent during a scenario to purchase specific Benefits and generate uncommon effects (see list of available Benefits at the end of the rulebook). Spending SPs and resolving their effects is not considered an Action, which is why this can be done in addition to the regular Action a Model gets in a turn. Unless specified in the description of the Benefit, the Benefit must be purchased during the Activation of the receiving Model.

Each Benefit costs 1 SP, and its effect is immediate. A Unit cannot spend more than 1 SP per turn, but each Benefit may be purchased multiple times per scenario, including by the same Model.

© Pulp Miniatures

In Single-Model Units, the single Model owns and spends SPs, and performs the resulting Action(s). In Multi-Model Units, the pool of available SPs is shared by all Models in the Unit, until an SP is actually spent. When an SP is spent, the purchased Benefit must be immediately assigned to a single Model in the Unit. Next turn, the Unit may spend another SP to generate an effect again, and so on until the pool of SPs of the Unit is exhausted.

SPs and purchased Benefits cannot be transferred between Models or Units.

When a Benefit from an SP contradicts the normal rules, the Benefit takes precedence.

Spent SPs are not replenished during a scenario unless specific instructions allow it. Use Tokens or make notes on paper to keep track of how many SPs a Unit owns.

TURN SEQUENCE

Initiative Phase

Each player rolls a die and adds any modifiers that may apply. Reroll ties. The player with the highest score becomes the Initiative player for the turn.

Continuing Melee Phase

Resolve Melee combat and Withdrawals for all Models that started the turn in base contact with at least one enemy Model. In the case of multiple Melees to be resolved in this phase, the Initiative player decides the order of the fights.

Activation Phase

Starting with the Initiative player, players alternate activating their Units. The activated Unit rolls to determine the type of Activation it receives (Full or Partial), and then Models in the Unit perform the corresponding Actions. Mark each Model with a Spent token as soon as it completes its Action.

After a player has resolved the Activation of all Models in the selected Unit, the opponent chooses one of their Units and repeats the same procedure, until all Units in the play area have activated and all Models are marked as Spent. Game effects may give a Model a Spent status before its Unit activates. In this case, the Model does not perform any Action when its Unit activates.

End of Turn

Resolve possible end of turn effects. Remove Reaction Fire tokens, Defensive Stance tokens, and Spent tokens from the play area. All Units are now eligible to be activated again next turn. Suppressed Models remain Suppressed during this phase.

CREATING A WARBAND

A typical scenario of *Pulp!* lasts about an hour or so, and revolves around two opposing parties. In the basic game, the parties will have a roster of this kind:

- 1 or 2 Single-Model Hero/Villain Units.
- 1 or 2 Two-Model Elite and/or Veteran Units.
- 2 Three-Model Seasoned Units.

In a basic scenario, all Models carry handguns (8" range, 2 IPs) and have a Melee value of 2 IPs. Heroes, Villains, Elite, and Veteran Units have a Protection of 5, and all Seasoned units a Protection of 6. Heroes and Villains also typically carry one grenade or an equivalent Area Weapon.

This is a very straightforward configuration, but it still gives you great tactical flexibility and allows you to set up a game without much planning. All you need to do is create two teams that follow the outline above and have exactly the same stats. This way, you will have a challenging and appropriately sized encounter between balanced teams.

We recommend that you try this configuration for your first couple of games. The section on Character Rosters in this book (page 46) will recommend ways to add variety to your warbands.

Cocktails
58 1/2

ACTIVATION

To maximize their chances to activate fully, Models in a Multi-Model Unit must be within 3" of at least one other model from that Unit. Models that follow this rule are said to be In Touch (IT); Models that don't are Out Of Touch (OOT).

At the beginning of a Unit's Activation, determine the IT/OOT status of each Model in the Unit.

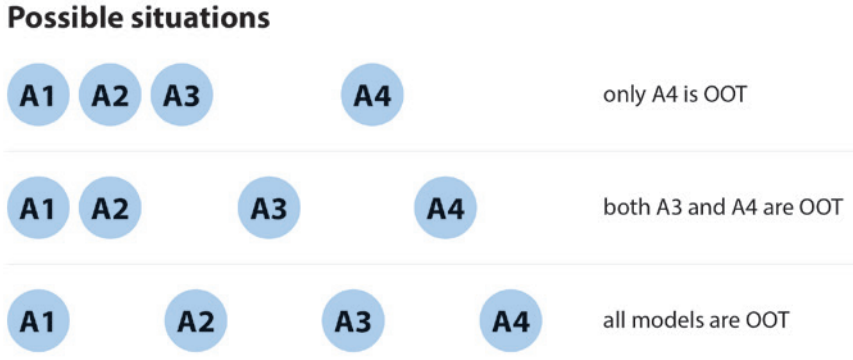
A Single-Model Unit is always considered IT.

Two-Model Units have both Models IT if they are within 3" of one another; otherwise, they are both OOT.

Three-Model Units have one OOT Model if two Models are within 3" from one another, and the third is not 3" or less from at least one other Model in the Unit. Three-Model Units have three OOT Models if all Models are more than 3" from one another.

Four-Model Units may have one, two, or four OOT Models if these Models are OOT from the main group and from one another.

Possible situations:



A peculiar case applying to Four-Model Units is that they may be split into two groups of two Models each:

If this occurs, choose any one pair of Models in the Unit, and consider it IT. The other two Models are OOT.

If a Multi-Model Unit loses Models, it follows the IT/OOT rules for the new number of Models it has.

Unless a scenario allows it, Units cannot be combined, and they never gain more Models than they had to begin with.

When a player activates a Unit, all Models in the Unit are considered activated, regardless of their position in the play area and their IT/OOT status.

When you activate a Unit, roll a die for the IT group in the Unit (if there is one), and apply possible modifiers. If the modified roll is equal to or higher than the Activation number of the Unit (as described in the Types of Unit table on page 6), all IT Models in the Unit receive a Full Activation. If the roll is less than the Activation number, all IT Models in the Unit receive a Partial Activation.

OOT Models test for Activation right after the IT group in the Unit and before resolving any action. They do so with a separate roll for each OOT Model, and apply -1 to their roll (in addition to other possible modifiers).

It is possible that in a Unit containing IT and OOT Models, some Models will receive a Full Activation, and some others a Partial one.

All Units and Models add 1 to their Activation roll if no enemies are in sight.

An IT group subtracts 1 from its Activation roll if at least one member of the group is Suppressed at the moment of the test.

Suppressed OOT Models also subtract 1 from their own Activation roll, for a penalty of -2 (-1 for being OOT, and -1 for Suppression).

To summarize, the most common modifiers for the Activation roll are:

- +1 if no enemies are in sight
- -1 if there are Suppressed Models in an IT group
- -1 for OOT Models
- - 2 for Suppressed OOT Models

Determine the Full / Partial Activation status of each Model in a Unit before performing Actions with any of the Models.

After all types of Activation in the Unit have been determined, Unsuppress all Suppressed Models in the Unit that are not in Melee with an opponent. This usually means that Suppressed Models remain Suppressed during the Activation test, and recover right after the test if they are not involved in Melee. Models in Melee remain Suppressed after the Unit has Activated.

Resolve the Full and Partial Activations for each Model in the active Unit individually, in any order the owning player chooses. Complete the Activation of a Model before beginning the next Model's Activation.

ACTIVATION EXAMPLE

Lisa decides to activate a Unit of three Seasoned Archaeologists (Activation 4). One of the Models fell behind in the previous turn, and is now OOT. Enemies are in sight, so there is no +1. Lisa rolls a die once to activate the group of two IT Models, and both of these Models receive a Full Activation if the roll is 4 or more. The OOT Model rolls separately, and being OOT receives a penalty of -1, which means it will need to roll at least a 5 to receive a Full Activation.

Later, the OOT Model rejoins the group, but a member of the Unit becomes Suppressed. Now the Three-Model Unit is fully IT, so it rolls a single die for Activation, but suffers a penalty of -1 for having a Suppressed Model in their ranks. After the Activation roll, the Suppressed Archaeologist is returned to its Unsuppressed (normal) status, since it is not involved in Melee.

Optional Modification:
If you want to simplify things, you can also rule that Models are never allowed to be more than 3" from at least another Model in their Unit. This rule allows you to ignore all rules and restrictions about IT / OOT status. Simply consider all Models as IT, and give all Units Full Activations. This approach significantly reduces the tactical depth and flexibility of the game. It's your choice.

© Pulp Miniatures

ACTIONS

- Activated Models resolve one Action per turn during their Activation.
- A Fully Activated Model can choose any one of the Actions below.
- Models with a Partial Activation can only choose Reaction Fire, Defensive Stance, or Pass.
- Models in an activated Unit can select different Actions.
- All activated Models resolve their Actions individually, in any order the owning player chooses.
- A Model must fully resolve its Action before another Model starts its Action.

Action List		
Actions	**Movement**	**Other Effects**
Walk	0–4″	You can perform a Ranged Attack before, after, or at any point during movement. You cannot get into voluntary contact with an enemy.
Run	0–8″	You cannot perform a Ranged Attack or get into voluntary contact with an enemy.
Reaction Fire	0–2″	You cannot perform a Ranged Attack or get into voluntary contact with an enemy. After moving, place a Reaction Fire token next to the Model.
Defensive Stance	0–2″	You cannot perform a Ranged Attack or get into voluntary contact with an enemy. After moving, place a Defensive Stance token next to the Model.
Aimed Fire	None	Resolve a Ranged Attack with a +1 bonus. Normal range and Line of Sight apply.
Charge into Melee	0–6″	Move the Model, end your movement in contact with an enemy Model, and resolve Melee combat immediately. If reaching an enemy is not possible, you cannot select this Action. You cannot engage an enemy Model if two of your Models are already in contact with it. You cannot perform Ranged Attacks at any point during this Action.
Pass	None	The Model doesn't do anything.

DEFENSIVE STANCE

Use a designated token to mark a Model in Defensive Stance (DS).

The Model automatically spends its DS token the first time that it is the target of a Ranged or Melee Attack this turn. The Model receives a bonus of +1 to its Save roll for that Attack.

Discard the DS token after using its bonus. Discard all unused DS tokens at the end of the turn.

MOVEMENT

Models move one at a time up to the movement allowance granted by their Action. Models can change direction any number of times during movement.

Certain types of terrain may be impassable, in which case a Model cannot move into, over, or through them. A Model can move between impassable obstacles only if there is at least 1" of free space between them.

A Model cannot move through an Unsuppressed Model (friend or foe) or end movement in the same space with it. You can move through a Suppressed Model (friend or foe) as if it wasn't there, but you can't end movement in the same space as that Model. If you want to end your movement adjacent to an enemy Model (whether Suppressed or not), you must use the Charge into Melee Action or Interception.

Models can jump over small obstacles (such as a crate) as part of any kind of movement. Players will need to agree beforehand on the parts of the terrain a Model can jump over or across without specific restrictions.

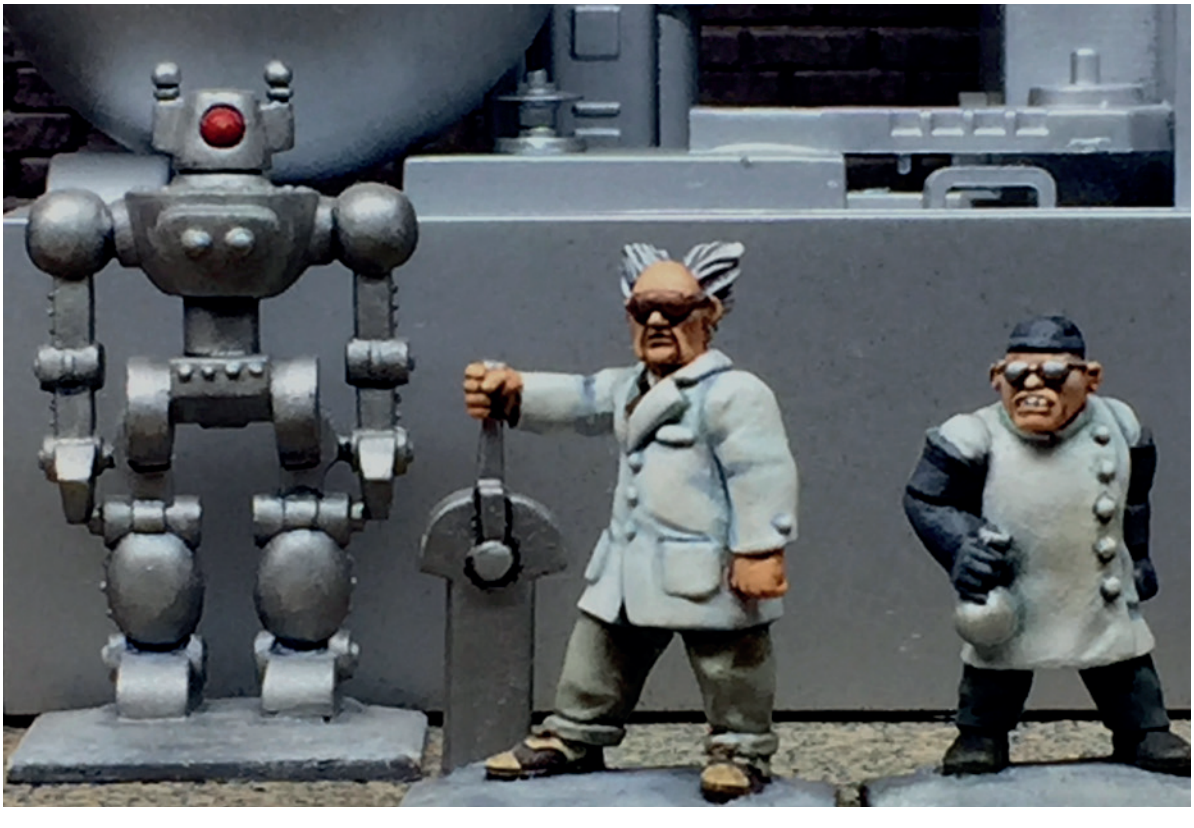
A Model can jump over a significant obstacle (such as a pit) only as part of a Run Action. A Model can jump a distance up to 4", provided that it covered at least an equal distance in a straight line while approaching the jumping point. So, in order to jump by 2" over a significant obstacle, a Model must run straight toward the jumping point for at least 2" this turn. The jump continues the movement of the Run Action in a straight line.

Usually, you cannot jump over Unsuppressed Models. You cannot land on an obstacle of any kind.

Once landed, the Model can keep moving in any legal direction using up to half of its remaining movement allowance (if any). A jumping Model cannot be targeted by RF or Interception in midair.

In regard to movement, the only types of terrain in the standard rules of *Pulp!* are: regular, with no restrictions (includes small obstacles) and impassable terrain; significant obstacles that can be jumped over, if landing in regular terrain.

© Pulp Miniatures



ORIENTATION

During and after movement, place your figure in any orientation that makes sense thematically. However, in gameplay terms, there are no effects based on orientation. All Models are considered to be facing 360-degrees at all times, and they can move, attack, defend, and project game effects in all directions.

RANGED ATTACKS

LINE OF SIGHT

To perform a Ranged Attack, a Model must be carrying a Ranged Weapon, and must be able to draw a Line of Sight (LOS) to an enemy Model within the range of the weapon.

Scenario instructions and common sense will tell you which obstacles block LOS and which do not. If your opponents are behind a tall stone wall, you clearly can't fire at them. If you can trace a straight line that goes from the base of your Model to the base of an enemy, without crossing any blocking feature, you have LOS. Usually, for Models at the same elevation, only bases count for LOS purposes, not the actual shape of the Model.

Unsuppressed Models block LOS; suppressed Models do not.

In all cases when LOS is uncertain, determine how likely it appears that you have LOS under the present circumstances, and roll a die. If very likely, you have LOS on a roll 1–4; somewhat likely, 1–3; not very likely, 1–2.

LOS is usually mutual: if you have it on them, they have it on you.

In most cases, you have full LOS or no LOS at all. In some scenarios, you may encounter Degrading Terrain, which reduces your chances to hit a target even if you can get a sense of its position. Firing through mist, steam, thick rain, tall grass, or ectoplasm, are all cases that fall in this category.

Models not engaged in Melee and targeted over medium-height objects (such as an altar, a single crate, or a line of train seats) are in partial cover, and count as in Degrading Terrain.

A Ranged Attack through or into Degrading Terrain receives a penalty of -1.

TARGETS

Ranged Attacks are from one Model to another. Combined fire from multiple sources is not allowed. Spreading the damage of a Ranged Attack among multiple targets is usually not allowed, unless you are using Area Weapons or the Bang Bang! Benefit (see corresponding sections below).

Ranged combat can only be performed against targets that are not in base contact with the firing Model.

In normal circumstances, you cannot direct a Ranged Attack at a Model locked in Melee. However, scenario instructions may allow certain Models to fire into a Melee due to special circumstances (for example an evil villain not caring about their lowly henchmen getting hit). In this case, determine the actual target randomly within the targeted group. If you are using an SP to enhance a Ranged Attack against a Melee cluster, you must spend the SP before the target is determined, and then resolve the enhanced attack whether you like the result or not.

RESOLVING RANGED ATTACKS

A Model resolving a Ranged Attack rolls a number of dice equal to the Impact Points (IPs) of the weapon it is using (see the Weapons tables on pages XX–XX). After possible modifiers are applied, each modified result that equals or exceeds the Skill rating of the attacking Model scores a Hit.

Remember to remove single-use weapons from the inventory of the character once the attack is resolved. Weapons such as spears or combat knives can be used an unlimited number of times in Melee, but they are single-use and cannot be retrieved if thrown in a Ranged Attack. Ranged Weapons are assumed to have unlimited ammo unless they are described as single-use.

Ranged Attack Example

Lady Ophelia, a spelunker of the Hero class (Skill 3), is firing a rifle (2 IPs) against an albino crocodile swimming in muddy water. She has LOS and is within range. The scenario describes the muddy water as Degrading Terrain that generates a -1 penalty. She will need therefore rolls of at least 4 to meet or exceed her Skill of 3 after the penalty. Lady Ophelia rolls 2 dice for her rifle, and rolls a 2 and a 5. The 5 scores 1 Hit.

AREA ATTACK

A Ranged Attack with an Area Weapon is resolved in the same way, but the target is not necessarily a Model. It can instead be any point within LOS and range of the Area Weapon. For ease of play, you may want to mark that point with a token. That point is the center of a circular Kill Zone (KZ) whose radius is specified in the Weapons tables (pages 25–26). In other words, Models that are within the KZ distance from the targeted point may receive Hits. The KZ does not extend across impassable terrain features, so Models behind these are not affected by the attack.

When using an Area Weapon, roll dice for Ranged combat and calculate Hits as normal, but distribute the Hits among the Models within the KZ of the weapon. If friendly Models are within the KZ, each of them must be assigned at least one Hit before you can assign Hits to enemies.

© Northstar Military Figures

Next, you assign any remaining Hit freely among enemies in the KZ. All Hits that can be assigned must be assigned. You cannot use an Area Weapon if the attacking Model is within the KZ.

Area Attack Example

The Veteran gangster Vito Cagnetto (Skill 4) and his henchman Rick Lostruzzo have just robbed a bank. Attempting to escape from a Unit of four Seasoned policemen, Vito throws a dynamite stick (4 IPs) at them. The dynamite stick has a range of 6", so Cagnetto targets a point in the play area within that distance. Cagnetto rolls 4 dice for the 4 IPs of the weapon, and scores a Hit for each result of 4 (his Skill) or more. We'll say that he scored 3 Hits. The Kill Zone of the dynamite has a radius of 1.5", so Hits from the attack can be assigned to Models within 1.5" of the targeted point. Cagnetto could decide to assign all 3 Hits to a single enemy Model in the KZ, or spread them between two or three of the enemy Models within the KZ. If Rick Lostruzzo was within the KZ, he'd need to receive the first Hit, and the remaining Hits would be distributed freely among the enemy Models.

REACTION FIRE

Use a designated token to mark a Model that is in Reaction Fire (RF) mode.

You can spend an RF token at any point during the current turn to perform a Ranged Attack against an enemy Model moving within Line of Sight and weapon range of the Model in RF. Alternately, you can spend an RF token to perform a Ranged Attack against an enemy Model that is performing a Ranged Attack within Line of Sight and weapon range of the Model. This can be done even if the Model in RF is not the target of the enemy's Ranged Attack.

The Reaction Fire does not have to be directed at the first enemy that the Model sees moving or firing. All normal range and Line of Sight rules apply. Molotov bottles, dynamite sticks, and grenades cannot be used in RF; unless otherwise indicated, all other Ranged Weapons are usable.

To resolve an RF against a moving target, simply interrupt the Activation of the enemy Model, and perform your Ranged Attack. If the target is Suppressed and/or Wounded in the Attack, its Activation ends immediately. If not Suppressed or Wounded by RF, the enemy Model resumes and completes its Activation as normal. An active enemy Model can be the target of multiple RFs during a single Activation.

If you spend an RF token against a firing enemy, the two Ranged Attacks are considered to be simultaneous (so it's possible that they will both Wound and/or Suppress their target).

If a Model in RF mode is Suppressed, Wounded, Engaged in Melee, or moved for any reason, the RF token is immediately lost.

Discard the RF token after using it. Discard all unused RF tokens at the end of the turn.

MELEE ATTACKS

CHARGE INTO MELEE

Charging into Melee is one of only two ways to voluntarily move in base contact with an enemy Model (the other way being Interception).

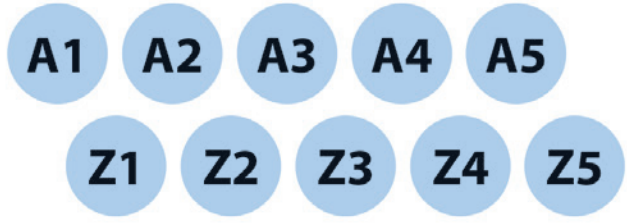
To perform a Charge, you select that Action for a Model in Full Activation, move the Model up to 6", and end movement in contact with the enemy. Melee is resolved at the moment contact is achieved, and both Models become Spent after the Melee. Any movement that is left after achieving contact with an opponent is lost.

You cannot move a Model adjacent to an opponent if two of your Models are already adjacent to that Model. No more than two Models from one side can ever be adjacent to a single Model of the opposing side.

Chains of Models can be formed so long as each Model from the same side is adjacent to no more than two Models from the opposing side, as in the example below, where party A is facing party Z:

No Model in this configuration is touching more than two enemy Models.

You can voluntarily break contact with an enemy Model only in a turn after the contact was established. To do so, follow the procedure explained in the Continuing Melee section.



INTERCEPTION

Whenever a Model is moving within 1" of an Unsuppressed and still Unactivated enemy Model, this enemy can try to intercept the moving Model. Exceptions: you cannot intercept an intercepting enemy, nor an enemy who is in midair, or who is Withdrawing from a Continuing Melee (see below).

There's no limit to the number of enemy Models that an Unactivated Unsuppressed Model can attempt to intercept. Only one actual Interception per turn per Model is allowed though.

When attempting an Interception, the owning player rolls for the Activation of the intercepting Model against its normal Activation number. If the Model fails the roll, nothing happens. There are no penalties for a Model that fails an Interception attempt, and the Model remains Unactivated. The other Model can keep moving as normal and complete its intended Action.

If the Activation roll was successful, the intercepting Model immediately moves adjacent to the moving enemy, and Melee combat is resolved. The intercepting Model is the attacker in this Melee and the opponent is the defender, in case there are effects in play where the distinction matters. Both Models become Spent after resolving the Melee resulting from the Interception.

RESOLVING MELEE COMBAT

Melee is resolved in two situations in the game: immediately after a Model moves in base contact with an enemy Model (because of a Charge or an Interception), and at the beginning of a turn, during the Continuing Melee (CM) phase, where you resolve combat between opposing Models that are still in contact from the previous turn.

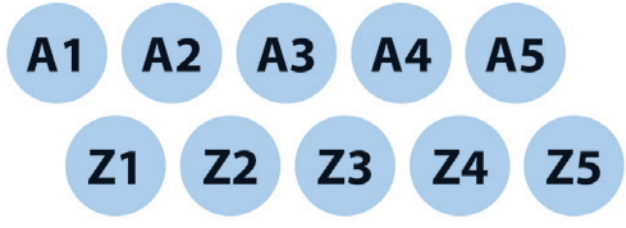
When Melee is triggered by a Charge or an Interception, the involved Models resolve a round of Melee and then become Spent. They will not activate again later this turn. The rule of thumb is: Melee is usually the last Action a Model can perform in a turn. Forcing an Unactivated enemy into a Melee is an effective way to prevent that Model from performing other Actions this turn!

Usually, Melee is defined as combat between a Model of one party and an adjacent Model of the opposing party.

If Models are adjacent to several enemy Models, you must resolve multiple combats between each Model of one side and each Model of the other side. In a chain of Models

like the one below, you must resolve a Melee between A1 and Z1, a Melee between A2 and Z1, a Melee between A2 and Z2, and so on, until all Models adjacent to an enemy have fought.

In the case of multiple Melees, the Initiative player decides the order in which the fights are resolved. This situation tends to occur only during the CM phase at the beginning of a turn. During the Activation phase, the order of Melee resolutions is usually obvious: A1 moves adjacent to Z1, and triggers Melee immediately; next, A2 moves adjacent to Z1, and a Melee between A2 and Z1 is resolved immediately, etc.



When resolving Melee, both Models involved in the fight roll dice simultaneously. The number of dice rolled is equal to the Melee IP of the weapon used by the Model (see the Weapons tables on pages 25–26).

Modifiers to the Melee roll are:

- +1 when fighting against a Suppressed enemy
- -1 for being Wounded
- -1 for using a large Melee Weapon
- -1 for being in contact with two enemy Models. So if A1 and A2 are adjacent to Z1, Z1 suffers a penalty of -1 when fighting A1 because of the presence of A2, and a -1 when fighting A2 because of the presence of A1.

Modifiers in a Melee are cumulative, and are applied to each Melee die rolled in the fight.

Players check the rolled results against the Skill of their fighting Model. Each roll that equals or exceeds the Skill of the Model results in a Hit.

If the Models scored the same number of Hits, or if neither scored any Hit, the fight has no effect, and the Melee is over (for now). The Models remain in their position (base contact) and become Spent. If nothing changes, they will fight again in the Continuing Melee phase of the following turn.

If a Model scored more Hits than the opponent, that Model is the Winner of this Melee and the opponent is the Loser. Subtract the number of Hits scored by the Loser from the Hits scored by the Winner. What remains is the number of Hits actually suffered by the Loser. The Winner does not suffer any Hits.

Models in base contact with Enemies remain locked in Melee until one of the Models is KO'd, or one or both Withdraw during the future CM phase, or (rarely) are moved by other game effects.

A Suppressed Model engaged in Melee remains Suppressed during its initial Melee round

and in any CM phase after that. When that Model's Unit activates, each Suppressed Model in Melee still gives a penalty to the Activation roll of the IT group of the Unit (for being Suppressed), but it does not become Unsuppressed after the Activation roll. This is an exception to the normal rule about Unsuppressing Models after the Activation roll.

Melee Combat Example

The masked avenger The Arachnid, a Hero (Skill 3) using superior martial arts (3 IPs) is locked in Melee with the Veteran scientist Ludwig von Dynamo (Skill 4), who defends with a surgical scalpel (1 IP). The Arachnid rolls 3 dice for his superior martial arts, and scores a Hit for each roll of 3 or more. Let's say he scored 3 Hits. Meanwhile, Dynamo rolls 1 die for his scalpel, and needs to roll at least a 4 to score. We'll say that he does score a Hit. Comparing the results, The Arachnid's 3 Hits triumph over Ludwig's single Hit. Ludwig von Dynamo suffers 2 Hits (3-1= 2).

CONTINUING MELEE PHASE

During the CM phase at the beginning of a turn, players resolve all Melees still ongoing from the previous turn between Models in base contact. The Initiative player decides the order in which these Melees are resolved.

Before dice are rolled in the CM phase, both Models in a Melee have a chance to Withdraw from combat. Players secretly commit to Withdraw or stay, and then simultaneously reveal their selection. The secret decision can be recorded in any way the players see fit. A recommended method is: each player grabs a DS token and a Wound token, selects one of the two, and reveals it at the same time as the opponent. DS: Withdraw; Wound: stay.

If neither Model Withdraws, a round of Melee is resolved normally. Models fighting in this combat become Spent, and cannot be activated later in this turn.

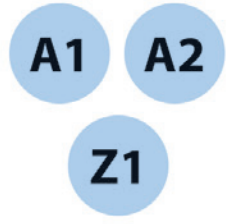
If one Model Withdraws and the other one stays, the Withdrawing Model moves away from the enemy in a straight line by 1–3" (owning player's choice). The Withdrawing Model must not move in contact with another enemy Model; if this is not possible, then Withdrawal is not possible. The Withdrawing Model cannot be intercepted.

After Withdrawal movement is performed, the Withdrawn Model becomes Spent. The Model that did not Withdraw remains Unspent, and can activate normally this turn, together with its Unit.

If both Models decide to Withdraw, they both move away from each other following the Withdrawal rules above, and they both become Spent.

A special case may occur if two Models are adjacent to a single enemy during the CM phase, as shown here:

It may happen that when you resolve the first of the two fights, A1 KO's Z1 before A2 gets to fight. In this case Z1 is removed from the game, A1 becomes Spent as normal (because it did fight), but A2 remains Unspent and can activate normally this turn, together with its Unit.



HITS AND SAVES
PROTECTION AND SAVE ROLLS

Each time Ranged or Melee Hits are assigned to a Model, the target has an opportunity to defend using its Protection value. Protection comes from a combination of armor, physical endurance, and agility.

When a Model receives Hits, the owning player rolls one die for each incoming Hit. This is called a Save roll.

A DS token grants a bonus of +1 on each die rolled in a Save roll, and is discarded after the roll.

Carrying a shield or wearing peripheral armor grants a +1 bonus on the Save roll (cumulative if both types of protection are present).

Each roll that equals or exceeds the Protection number of the Model cancels an incoming Hit. All unsaved Hits are then applied to the target Model.

UNSAVED RANGED HITS

An unsaved Hit from Ranged combat on an Unsuppressed Model inflicts a Suppression. Place the Model on its side to indicate that it received a Suppression. This does not necessarily mean that the Model just hit the ground (although that may be the case). Generally speaking, a Suppression represents a momentary loss of tactical awareness.

A Suppressed Model remains Suppressed until its next Activation, and generates the usual penalty on the Activation roll. The Model stands up and becomes Unsuppressed right after the Activation roll. The Model can now act normally. Exception: Suppressed Models locked in Melee do not become Unsuppressed after the Activation roll.

If a game effect specifically inflicts a Suppression on an already suppressed Model, the second Suppression has no effect. Suppressions are not cumulative.

An unsaved Hit from Ranged combat on a Suppressed Model inflicts a Wound. Place a Wound token next to the Model to record its Wounded status. The Wound token remains with the character until the end of the scenario or until it is removed by some game effect.

The first Wound on a Model has only one immediate effect, which is to generate a -1 to

© Pulp Figures

Gidda

rolls in future Melee combats.

A second Wound on a Wounded Model produces a KO result. The Model is unconscious, or killed, or in some other way prevented from acting further in the scenario. Remove the KO'd Model from the game.

The Hit sequence for Ranged Hits therefore is:

Suppression – Wound – Wound (KO)

Important Exceptions

- Green Models never become Suppressed. Each Suppression assigned to them results in a Wound instead.
- Extras, like Greens, suffer Wounds instead of Suppressions. However, it takes a single Wound to KO an Extra.
- Excess Ranged Hits that cannot be assigned to the target Model are simply lost.

RANGED HITS EXAMPLE

Miss Yi, the Veteran leader of a team of vigilantes in San Francisco, has opened fire with her submachine gun on a Seasoned henchman working for a gang of opium dealers. After the resolution of the Attack roll and the Save roll, the henchman takes 1 Hit. Since he is Unsuppressed, he receives a Suppression, and is laid down on his side.

The henchman was already Spent for this turn, so there's nothing he can do for now. The owning player, however, moves two Green criminals close to him to offer some protection.

Next, Miss Yi's party activates Fergal Malone, a Seasoned policeman who moonlights as a vigilante for Miss Yi. Fergal sees the concentration of enemies around the Suppressed henchman, and throws a grenade into the area, inflicting 3 Hits. All three enemies are in the Kill Zone, so Hits can be distributed in a variety of ways.

Fergal decides to assign 2 Hits to the Suppressed henchman and 1 on a Green criminal. Supposing all Save rolls failed, the Suppressed henchman receives 2 Hits, the first one inflicting a Wound, and the second one inflicting a second and fatal Wound that removes him from the game. The Green criminal receiving a single unsaved Hit immediately takes a Wound (because Green characters are never Suppressed).

Alternately, Fergal could assign a Hit to each of the three enemies. Supposing all Save rolls failed, the Suppressed henchman would then receive a first Wound (with no immediate effect), and both Unsuppressed Green criminals would also receive a Wound.

UNSAVED MELEE HITS

An unsaved Hit in Melee combat inflicts a Wound on its target. Usually, there is no Suppression result in a Melee.

As in Ranged combat, a Wound on an Unwounded character will cause a penalty of -1 in future Melee fights, and a Wound on a Wounded Model KO's the Model and removes it from the game.

Excess Melee Hits that cannot be assigned are simply lost.

OBJECTS

Unless otherwise specified, Models can only interact with other Models and Doors; no other elements of the landscape are usually affected by the players' Actions. In the standard game, Doors block LOS but Models can move through them freely (think of them as unlocked).

Sometimes objects in the play area can be manipulated by the Models if the scenario instructions allow it or if the players agree to it. This may happen, for example, when players have the option of blowing up certain objects with explosives, or grab something and throw it at an opponent, or push an item off a cliff, etc.

The most common occurrence of allowed interaction with objects is when the objects are also Objectives of the scenario. For example, in a game there may be three relics located in the

play area, and a team wins by carrying two of the relics to their deployment side.

An active Model can move adjacent to an Objective object, and the owning player can declare that the Model has picked up the object. From that moment on, the object moves together with the Model, remaining adjacent to the base of the Model. Unless otherwise specified, there are no movement or combat penalties for carrying an object.

The Model can drop the object at any time during its Activation. Friendly Models in base contact can transfer objects to one another during an Activation, as a Free Action.

A Model cannot directly grab an object from an enemy's hands. When an object carrying Model is KO'd and removed from the game, the object remains in the location where it was at the elimination of the carrying Model.

Objective objects are not affected by destructive game effects such as Area Weapons, and are lost only in exceptional circumstances, such as if the carrying Model falls into a volcano or is disintegrated by an alien ray. Such occurrences, if any, will be specified in the scenario.

VEHICLES

Vehicles are not accounted for in the standard rules of the game. Usually, travelling on vehicles is assumed to take place before and/or after the scenario, as the situation requires.

In scenarios taking place in remote locations, some of your Models may be designated as Pilots by the scenario instructions. The Pilot designation has no effect during the game. In such scenarios, however, a party loses the game immediately if all their Pilots are KO'd, because their surviving friends will be trapped in the remote location. The players can agree to assign Pilot designations secretly.

© Pulp Miniatures

WEAPONS AND EQUIPMENT

A Model can usually carry no more than 3 weapons: a Ranged Weapon, a Melee Weapon, and an Area Weapon. A Model can carry multiple copies of a throwable weapon (for example, several spears), and multiple copies of the same Area Weapon (for example, several grenades), still up to a maximum of 3 weapons in total.

Regular Ranged Weapons			
Type	**Range**	**Impact**	**Notes**
Handgun	8	2	-
Submachine gun	8	3	-
Shotgun	8	3/1	3 IPs up to 4"; 1 IP between 4" and 8".
Heavy machine gun	12	4	Cannot be fired by a Model that moved or will move this turn.
Rifle	12	2	-
Assault rifle	12	3	-
Sniper rifle	18	2	-
Bow and arrows	12	2	-
Shuriken	4	1	The owning Model is considered to be carrying an endless supply of shuriken.
Crossbow	8	2/1	2 IPs up to 4"; 1 IP between 4" and 8".
Combat knife	2	2	Single-use if thrown in a Ranged Attack.
Spear	6	2	Single-use if thrown in a Ranged Attack.

Area Weapons				
Type	**Range**	**Impact**	**KZ**	**Notes**
Molotov bottle	6	3	1.5	Single-use.
Dynamite stick or grenade	6	4	1.5	Single-use.
Grenade launcher	12	4	1.5	May have single or multiple uses as per scenario instructions.
Flamethrower	6	6	2	Does not inflict Suppressions, only Wounds. A Model carrying a flamethrower moves at half its normal speed. If a Model carrying a flamethrower receives an Unsaved Hit by a firearm, roll a die; on a roll of 1 to 2, the Model bursts into flames and is KO'd.

Melee Weapons		
Type	**Impact**	**Notes**
Small weapons (knives, hammers, hatchets, daggers, scalpels, batons, etc.) or unarmed experienced fighter	1	-
Medium weapons (swords, axes, baseball bats, canes, sledgehammers, etc.) or unarmed with excellent fighting skills	2	-
Unarmed with superior fighting skills	3	-
Large weapons (pikes, halberds, broadswords, oversize sledgehammers, battleaxes, etc.)	3	Double-handed; the Model wielding this weapon cannot use a shield. Penalty of -1 when rolling Melee attacks.
Freakish strength, usually enhanced by unconventional means, or supreme master of the martial arts	4	-

Special Weapons			
Type	**Range**	**Impact**	**Notes**
Death ray gun	8	1	Causes no Suppressions or Wounds. If it inflicts an unsaved Hit, the target is KO'd immediately.
Laser gun	N/A	2	Infinite range.
Cold ray gun	8	1	Only inflicts Suppressions, not Wounds, but each Suppression lasts 2 turns. While stunned by hypothermia, the targeted Model cannot perform any Action, and if attacked in Melee does not roll any combat dice or Save dice. The Suppression generates the normal penalty on the Activation of the Unit of the Model. Multiple cold Hits have no cumulative effects.
Sleeping gas gun	4	1	Works like the cold ray gun, but its Suppression lasts for 3 turns. Multiple Hits are not cumulative.
Flamethrower gun	8	2	Inflicts Suppressions as normal, but a single Wound instantly KO's the target.
Hypnotic ray gun	8	1	If it inflicts an unsaved Hit, it causes no Suppression or Wound, but the firing player controls the target Model for the next turn. The Model still activates when its Unit does, but the hypnotizer chooses the target Model's Action and resolves it.
Glue gun	8	1	If it inflicts an unsaved Hit, it causes no Suppression or Wound, but the target moves at half speed for the next 2 turns. Multiple Hits have no cumulative effect.
Tractor beam gun	8	2	If it inflicts a single unsaved Hit, it causes a Suppression or a Wound as normal. If you generate unsaved Hits with both dice, you do not inflict a Wound with your second Hit, but you can move the target Model up to 6" in any direction, so long as the target stays within LOS of the controlling Model. The Model is Suppressed at the end of this movement. If it was pushed into a lava pit or a similar deadly space, it is KO'd.

Protective Equipment		
Type	**Save**	**Notes**
Natural Protection: average agility and resistance.	6	This is the minimum Protection level all Models may have. A Model is assumed to have Natural Protection if no other Protection value is specified.
Light armor (such as leather armor), and/or uncommon agility, as for an athlete.	5+	-
Medium armor (such as metal breast plate), and/or extraordinary agility.	4+	If wearing medium armor, move at half of the regular movement allowance.
Heavy armor (such as head-to-toe medieval armor), and/or superpower-based agility.	3+	If wearing heavy armor, move at a quarter of the regular movement allowance. No jumping allowed.
Thick animal skin and muscular frame (such as tigers, lions, or gorillas)	5+	-
Tough animal protection (such as elephants, rhinos, and large dinosaurs).	4+	-
Special immunity (such as werewolves that are not being attacked with silver).	2+	The Save number becomes its regular one if the attack ignores this special immunity (for example, for silver bullets against werewolves).
Shield	N/A	+1 to Save rolls. A Model cannot use more than one shield at a time, and cannot use large weapons while holding a shield. Cumulative with peripheral body armor.
Peripheral body armor (leg protection, helmet, metal bracelets, etc).	N/A	+1 to Save rolls. The number of pieces of peripheral armor a character wears is immaterial, as the bonus for this category never goes above +1. Cumulative with shield.

港口

SPECIAL BENEFITS

Some effects may appear twice in the list below when they may be applied in different phases of the game. At the cost of some redundancy, we found that organizing Special Benefits by phase is the best way to help players become familiar with the options.

INITIATIVE
TACTICAL AWARENESS
The party the Unit belongs to receives a +2 bonus during the Initiative roll at the beginning of a turn. Each player can gain it only once per Initiative phase.

ACTIVATION
DETERMINATION
The IT group of the Unit receives a Full Activation this turn, without rolling for Activation. OOT Models still roll individually.

HEROIC LEADERSHIP
A Model of the Hero class who received a Full Activation can spend 1 SP to activate a still Unactivated friendly Unit that has at least one Model within 4". Roll to determine the Activation status of the friendly-led Unit as normal. Resolve that Activation immediately before the Activation of the Hero. However, if all or some of Models in the led Unit receive a Full Activation, the Hero can only Run or go in Defensive Stance this turn. If all Models in the led Unit receive a Partial Activation, they resolve that Partial Activation as normal, and the Hero can still perform a Full Activation as usual.

TERRIFYING LAUGHTER
You strike fear in the heart of your enemies! All Unactivated enemy Units that have least one Model within 6" from the Model using this benefit receive -1 to their Activation roll this turn.

MOVEMENT
SPRINTER
Extend a Model's Run Action by up to 4".

SWING FROM THE CHANDELIER
Maybe it is a chandelier, maybe it's a tree branch, or maybe you use a terrain element as a trampoline. Whatever the case, this Benefit allows a Model to move through other Models or over tall obstacles that are otherwise impassable. You still cannot end movement in the same space with another Model or an impassable terrain element.

RANGED COMBAT
BANG! BANG!
Use before rolling a Ranged Attack. You can distribute your Hits among different enemy Models within range and LOS. The targets may belong to different Units. Each enemy performs Save rolls individually, and may only receive one Hit from the Bang Bang! effect. Does not apply to Area Weapons.

EXPLOSIVE ATTACK
Receive a bonus of +1 to your combat roll in an attack in which you are using dynamite or a grenade.

IN THE ZONE
Roll combat dice twice, and choose which result to keep. If you roll multiple dice, you must roll all of them twice and keep the two pools of results separate. You must decide to use this benefit before you roll any dice in this combat; this is not a reroll effect.

© Pulp Miniatures

PRECISION SHOT

Declare this effect when you are performing a Ranged Attack against an Unsuppressed enemy Model. Spend the necessary SP before any dice are rolled. If after resolving the attack and the Save roll you inflict a single Hit (which would usually Suppress the target), you inflict a Suppression and a Wound instead.

QUICK DODGE

Use when you are the target of a Ranged Attack from at least 4" away. Receive a bonus of +2 to the Save roll in this attack. Cumulative with DS. You may declare it after you see the number of Hits you received, but before your Save roll.

Does not apply to Area Weapons.

SECOND CHANCE

Force an opponent to reroll any combat roll or Save roll in a fight in which you are involved. The enemy must reroll all the dice that were originally rolled. The second roll is final, and can't be rerolled further.

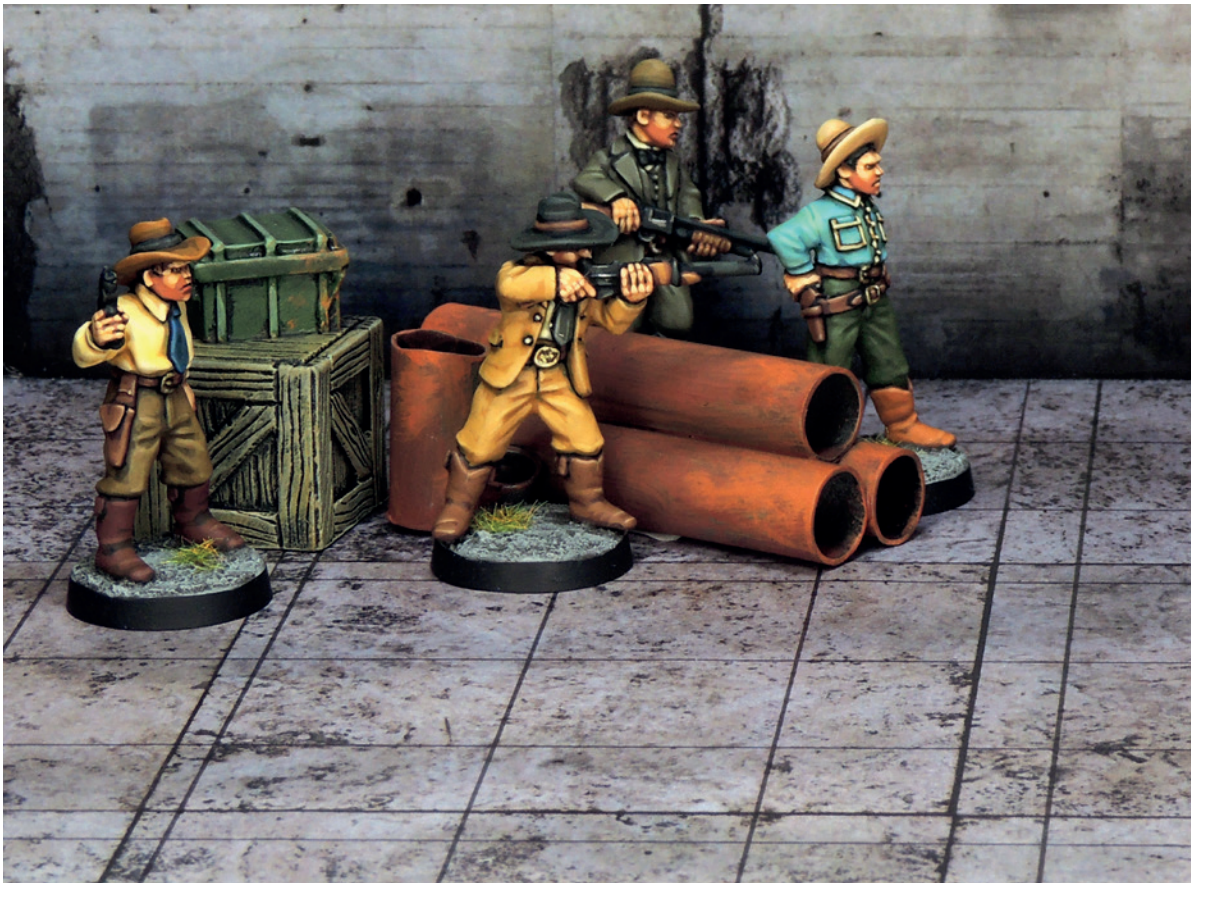
SNIPER TRAINING

Use when performing a Ranged Attack. Increase the range of the weapon you are using by 25% in this attack.

MELEE (FIRST ROUND)

ACROBATIC DODGE

As soon as an enemy moves in contact with you, and before Melee is resolved, move your Model away from the attacker by 1 to 3". You must dodge in the direction directly opposite to where



© Northstar Military Propoganda

the enemy came from. You cannot dodge through solid objects or other Models. If the charging enemy is in contact with another, non-dodging Model at the time of the dodge, the enemy can use Melee against that Model as normal; otherwise, its Activation is over. The attacking enemy cannot usually follow the dodging Model (but see Acrobatic Pursuit). The dodging Model does not become Spent if it was Unspent.

ACROBATIC PURSUIT

You can use this effect only in response to the Acrobatic Dodge of an opponent, and only if the charging Model can spend an SP. Move the charging Model in base contact with the enemy that performed the Acrobatic Dodge, and resolve Melee as usual.

ADRENALINE SURGE

Bonus of +1 to the combat roll when resolving a Melee resulting from a Charge into Melee. That is, this effect only applies to the round of combat in which a Model establishes base contact with an opponent. Adrenaline Surge can be used by the attacker, the defender, or both.

IN THE ZONE

Roll combat dice twice, and choose the result to keep. If you roll multiple dice, you must roll all of them twice and keep the two pools of results separate. You must decide to use this benefit before you roll any dice in this combat; this is not a reroll effect.

MIGHTY SHOVE

Use this effect when you perform a Charge into Melee. If you inflict at least an Unsaved Hit in this round of combat, move the enemy Model away from you by up to 3" (your choice) in the direction opposite to the one you charged from. Impassable obstacles will stop the effect of the Push.

SECOND CHANCE
Force an opponent to reroll any combat roll or Save roll in a fight in which you are involved. The enemy must reroll all the dice that were originally rolled. The second roll is final, and can't be rerolled further.

STAND YOUR GROUND
Cancels the effect of a Mighty Shove. Must be played by the Model targeted by the push.

CONTINUING MELEE PHASE
BREAK THE STALEMATE
You receive a bonus of +2 when rolling combat dice in a Melee in the Continuing Melee Phase.

IN THE ZONE
Roll combat dice twice, and choose the result to keep. If you roll multiple dice, you must roll all of them twice and keep the two pools of results separate. You must decide to use this benefit before you roll any dice in this combat; this is not a reroll effect.

SECOND CHANCE
Force an opponent to reroll any combat roll or Save roll in a fight in which you are involved. The enemy must reroll all the dice that were originally rolled. The second roll is final, and cannot be rerolled further.

SAVE ROLL
SURVIVAL INSTINCT
Receive a bonus of +1 on your Save roll against a Melee or Ranged Attack. Cumulative with DS. You may declare it after you see the number of Hits you received, but before your Save roll.

TOUGH SKIN
Receive a bonus of +2 on your Save roll against a Melee or Ranged Attack coming from a 1-IP source. Cumulative with DS. You may declare it after you see that you received a Hit, but before your Save roll.

RECOVERY
FIRST AID
This effect can only be used on a Wounded Model that is not within LOS and range of any enemy, and used its Activation to Pass (doing nothing). At the end of the Pass Action, spend an SP for this Model and roll a die; on a roll of 4– 6, the Wound is removed from the Model; on any other result, there is no effect, and the SP is simply lost.

"PULL YOURSELF TOGETHER!"
Play at any time, including in Melee or during an enemy Activation. Unsuppress a Model in the Unit that is spending the SP.

ROLEPLAYING ASPECTS

Pulp! is primarily a miniature wargame focusing on combat and maneuver, but some players may want to add extra elements to increase the roleplay feel. This section contains several suggestions on how to emphasize the narrative and roleplaying element in the game. All these suggestions inevitably lead to added complexity and bookkeeping, which is why they are optional and recommended only for experienced players. Players should decide in advance which aspects they intend to include in their scenarios.

Roleplaying aspects can only be assigned to Heroes, Villains, and Single-Model Elite Units.

LIFE EXPERIENCE PROFILE

Extraordinary individuals don't come out of nowhere – they were forged by the path they took!

While in the standard game you can choose any Benefit you'd like during the game, in this version you commit beforehand to only two Benefits that the character can use during the game. Only characters in Single-Model Units can have a Profile. Choose a pair of Benefits from the list below before the game starts, and make a note of the selected Profile on the character's sheet. The selection cannot be changed during the game. Players may agree to keep their selection secret until a relevant game effect must be resolved, in which case the Profile of the character is revealed before the effect is resolved.

Selecting a Profile for a character obviously limits your tactical flexibility, but also provides some added advantages (see below). The selection of a Profile only limits the types of Benefits you can use for that character, not the number you can purchase with your SPs. A Hero / Villain with a specialization still receives 3 SPs, but they must be spent only for the selected Benefits.

You can select each Profile only once per game.

A Life Experience Profile cannot be combined with a Consuming Obsession (see below).

"My parents were in the circus."

Benefits: Acrobatic Dodge, Acrobatic Pursuit.

Effect: Twice per game, gain +1 in a Save roll in Melee. Make your decision to use this bonus before rolling the dice, and consider the advantage as spent regardless of result.

"I led my men in the Battle of the Somme."

Benefits: Determination, Heroic Leadership.

Effect: Select a Veteran unit in your roster. All Models in that Unit gain +1 to their Activation rolls when in LOS of the Model with this Profile.

"I learned from Buffalo Bill."

Benefits: Sniper Training, Precision Shot.

Effect: The effective range for the character is doubled in RF.

"There was a bullet with my name on it, but I dodged it."

Benefits: In the Zone, Survival Instinct.

Effect: The Model can reroll one Save roll involving this character per game (the rerolled result stands).

"I taught Douglas Fairbanks all he knows."

Benefits: Swing from the Chandelier, Acrobatic Pursuit.

Effect: Once per game, win a failed Initiative roll automatically. It can be canceled if the opponent selected the same Profile and chooses to use it to do so.

"I was a vigilante in Chicago."

Benefits: Terrifying Laughter, Second Chance.

Effect: Once per game, the Model can choose to take a full Activation after a failed Activation roll.

"I studied martial arts at the Temple of the White Horse in China."

Benefits: Break the Stalemate, Mighty Shove.

Effect: +1 to Melee rolls in the Continuing Melee phase only.

"I survived by hiding for four days under a pile of corpses at Verdun."

Benefits: Survival Instinct, Tough Skin.

Effect: The Model can move up to 6" while using the Defensive Stance Action.

TRANSIBERIA

"I taught myself Aztec to use it as a secret language with my teammates."

Benefits: Heroic Leadership, Terrifying Laughter.

Effect: Select a friendly Veteran Unit in the team. Once per game, indicate an enemy Unit in Line of Sight of both the Model with this Profile and the selected Veteran Unit. The IT group of the indicated enemy Unit fails their Activation roll automatically. The effect can be declared after they successfully roll for Activation.

"I grew up on the streets and made the best knuckle sandwiches."

Benefits: Tough Skin, Break the Stalemate.

Effect: The Model can move up to 8" when Charging into Melee, and receives +1 to Melee in the first round of Melee only (not in the Continuing Melee phase).

"My mom was a medium, and we talked to the dead every day."

Benefits: In the Zone, Second Chance.

Effect: Once per game, reroll a Save roll involving this character (the rerolled result stands).

"I trained with Houdini. Nice fellow!"

Benefits: Tactical Awareness, Acrobatic Dodge.

Effect: Once per game, use the Run Action to move by up to 8" across / through any type of obstacle. The character must still end the movement in a legal position. The Model with this Profile is removed from the play area and simply relocated to its arrival point (poof!). In this move only, the character cannot be subjected to RF or Interception. The character can end movement in contact with an enemy Model, in which case a Melee combat is resolved immediately.

© Pulp Miniatures

"You killed my father. You'll pay for it!"

Benefits: Adrenaline Surge, Mighty Shove.
Effect: Write down the name of an enemy Hero, Villain, or Single-Model Elite Unit. The Model with this Profile receives +1 in all Melee and Ranged combat against that character only.

"My little brother / sister stowed away to join our mission!"

Benefits: Survival Instinct, First Aid.
Effect: Create an Extra representing the little brother/sister, with the following stats:

# Models	Level	Act	Skill	SPs	Melee	Ranged	Protection
1	Extra	N/A	6	0	Knife, 1P	Sling, 4", 1 IP	Natural, 6

The young sibling activates together with the Model with this Profile, and automatically receives the same type of Activation (Full or Partial). If the sibling is killed by an enemy character, the Model with this Profile receives +1 in all Melee and Ranged combat rolls against the killer.

"I trained at the Ninja Temple in Japan."

Benefits: Acrobatic Dodge, Tactical Awareness.
Effect: The Model does not become spent when Withdrawing in the Continuing Melee Phase.

"My father was a miner in Pennsylvania."

Benefits: Explosive Attack, Precision Shot.
Effect: Once per game, the Model can reroll a Ranged Attack roll using dynamite or other explosives (the rerolled result stands).

"I was raised to be quick on my feet."

Benefits: Bang Bang!, In the Zone.
Effect: Once per game, this Model can perform a Ranged Attack while resolving a Run Action.

"I have a complicated past."

Benefits: Any two Benefits chosen randomly by any means the players see fit. Alternately: any two Benefits chosen by the opponent. Make sure to create a background story that justifies specializing in these Benefits.
Effect: Once per game, the Model can ignore a Hit that would result in a Suppression.

CONSUMING OBSESSION

This roleplaying aspect is similar to Life Experience Profile in that it limits the flexibility of a character's actions in return for an extra advantage. It cannot be combined with Life Experience Profile.

The character trained obsessively in performing one – and just one – Benefit. Select that Benefit before the game starts. The Benefit forming the Consuming Obsession cannot be changed once the game starts. The players may agree to keep their selection secret until it must be revealed to perform a game effect.

The character with the Consuming Obsession has 1 extra SP during the game.

TRAUMAS AND PHOBIAS

This roleplaying aspect causes a challenge for the owner of the receiving character. It can be assigned to create balance between players of different experience, or to weaken an otherwise excessively strong team.

The player who intends to use Traumas and Phobias announces it before the game starts. The opposing player selects one of the disadvantages below, and determines the specifics when needed. The original player then decides whether to accept the disadvantage or not. If the disadvantage is accepted, it will be used during the game. If it is refused, the opposing player can modify it or propose a new one. This second proposal is final; if refused, then no Trauma or Phobia is adopted for that character in the present game. The purpose of the procedure is

to agree on a penalty that is reasonably challenging, but does not make the game impossible to win.

"My [add relative] was killed in the sinking of the Northern Star / Southern Belle / Eastern Pearl / Western Glory."

Select a direction (North, East, South, or West) and mark it clearly next to the board. The character's movement allowance is halved when moving in that direction or in the range of the two adjacent intercardinal points (for example, Northeast and Northwest for North).

"That place always gave me the shivers."

Select a point on the map or a specific landscape element (such as an altar, totem pole, pit, or weird rock). The character cannot end movement voluntarily within 3" of that point or landscape element. If forced to do so, the character becomes automatically Suppressed. The next time it activates, the character automatically receives a Full Activation, which must be spent moving as far as possible from the dreaded spot using a Run Action.

"When I was a child, one of those beasts attacked me!"

Select a type of animal involved in the scenario. The character cannot voluntarily engage in Melee with specimens of that animal, and has -1 to all Ranged and Melee combat rolls against that kind of animal.

"My betrothed was killed by a criminal looking just like that!"

Select an Enemy Unit of Veteran level or lower. The character cannot move voluntarily within 4" of that Unit nor target Models in that Unit with Ranged Attacks. However, if forced into combat with Models in that Unit, the character has +1 to all Melee rolls and -1 to all Save rolls (because of rage).

"The sound of artillery still haunts my nightmares."

The character cannot use firearms. The first time any character uses dynamite or grenades in the game, the character becomes Suppressed regardless of their position on the board. If the character is already Suppressed, there is no effect.

"I must not look down... I must not look down..."

The character is afraid of heights. If using multilevel scenery, the character can never leave Level 1 voluntarily. If forced to do so, the character has -1 to all their Activation rolls until they reach Level 1 again. The character cannot move voluntarily within 2" of a pit or any type of edge from where one could fall below Level 1. If forced to do so, the character becomes automatically Suppressed. The next time it activates, the character automatically receives a Full Activation, which must be spent moving as far as possible from the dreaded spot using a Run Action.

"I saw what the Spanish flu did... please don't come too close..."

The character cannot engage in Melee combat or get in base contact with any Model voluntarily. If forced into Melee, the character has -1 to all Melee combat rolls (not Save rolls), and Withdraws automatically in the Continuing Melee phase.

"After that skydiving accident, my leg never healed properly."

Halve the character's maximum movement allowance in the Walk, Run, and Charge into Melee Actions (no modification for DS or RF).

"My friend hesitated a second too long, and that was the last thing she / he did."

The character can never select DS, RF, or Pass as an Action. When failing an Activation Roll, the character must Charge into Melee targeting the closest enemy Model. If this is not possible, the character must Run toward the closest enemy Model.

© Pulp Miniatures

“My friend rushed into the temple, and never came out.”

The character can never select the Run Action, and its base Activation value is increased by 1.

CHARACTER PROGRESSION

If you win a scenario in a campaign, you can select one of the Improvements below to apply starting from the next scenario. A Unit can gain multiple Improvements over time, but each Improvement can be gained only once by a Unit.

- A Hero / Villain or Elite Unit gains an Extra SP.
- A Hero / Villain or single-Model Elite Unit can move up to 4” when performing Defensive Stance.
- A Hero / Villain or single-Model Elite Unit can move up to 4” when performing Reaction Fire.
- A Green Unit is promoted to Seasoned, or a Seasoned Unit to Veteran. Adjust Activation, Skill, and Special Points accordingly.
- A Model with a Trauma or Phobia loses that Trauma or Phobia.
- A Model with a Life Experience Profile can add an extra Benefit to the list of available Benefits.
- A Model with a Consuming Obsession adds one Benefit to the list of available Benefits. This second Benefit can only be used once per game.
- A Two-Model Elite Unit can be turned into a Trainer / Trained Animal Unit without spending an SP (see below).

ANIMALS

Animals in *Pulp!* can be of two kinds: Trained (Playing Characters – PCs), or Untrained (Non-playing Characters – NPCs). Adding Animals to a scenario increases the numbers of rules and procedures to take into account, so we do not recommend it in your first couple of games.

If using the Elevation rules, all Animals can jump down by one Level as part of their movement without consequences and without spending any extra movement. They never jump down by more than one Level.

Some Animals are allowed to climb. An Animal can climb up by one Level per Activation by spending half of its movement allowance at any time during movement in any Action other than Charge into Melee.

TRAINED ANIMALS

During set up, a player may elect to turn a Two-Model Elite Unit into a Trainer / Trained Animal Unit. The player must spend one of the Unit's SPs to do so.

The Trainer in the Unit functions for all intents and purposes like a regular Model in an Elite unit.

The only Animals that can be selected to be part of a Unit are Bear, Bird of Prey, Dog, Wolf, Tiger, Lion, Gorilla.

The Trained Animal activates together with the Trainer in the Unit. A Trained Animal is Suppressed, Unsuppressed, and Wounded like any other Model. However, a Suppressed Trained Animal does not generate a penalty of -1 in the Activation Roll of its Unit.

The Trainer in a Unit tests Activation as normal, but it is always considered IT for the purposes of the roll. A Trained Animal always receives a Full Activation. However, a Trained Animal can only Charge into Melee, Run, Walk, or Pass. (Words such as "Walk" or "Run" in this context only indicate a movement allowance, not necessarily the way the Animal moves.)

Moreover, each Trained Animal has a Training Range. If a Trained Animal starts its Activation further away from its Trainer than its Training Range, the only Action it can perform is to Run toward its Trainer in an attempt to be in Range at the end of the movement.

A Trained Animal never Withdraws during a Continuing Melee phase. Trained Animals can never be selected to receive Benefits from SPs, and never interact with Objectives in the environment.

UNTRAINED ANIMALS

A scenario may specify the presence of one or more Untrained Animals. These Animals are controlled by the game system. They activate one at a time, in any order decided by the Initiative player, in a special segment right before the End Phase of each turn.

If an Untrained Animal is engaged in Melee in this segment, it does not do anything, and if Suppressed it does not become Unsuppressed. The Animal will fight a round of combat as normal in the next Continuing Melee Phase. Untrained Animals never Withdraw or pursue in the Continuing Melee Phase.

At the end of the Activation Phase, automatically Unsuppress all Suppressed Untrained Animals (even if engaged in Melee). Next, activate all the ones not engaged in Melee, one at a time, in any order selected by the Initiative player. Start from the beginning of the section about Untrained Animal Actions below, and move down until you find an instruction that applies to the Untrained Animal being activated. Resolve the corresponding Action, and then move to the next Untrained Animal, until all have activated. Resolve the activation of an Untrained Animal completely before starting the next.

Untrained Animals only attack Playing Models, never each other. Ignore other Untrained Animals for the purpose of determining Actions. Untrained Animals never move in ways that could cause terrain features to hurt them.

UNTRAINED ANIMAL ACTIONS

If the Untrained Animal is within Charge into Melee distance and LOS of at least a Model, and could physically reach that Model, the Animal will charge and resolve Melee against the

closest Model. However, if multiple Models are within charge range and LOS, and they are only 1 or 2" farther away than the closest Model, the Untrained Animal will charge one of the applicable targets, selected randomly.

If the Untrained Animal is within LOS of at least one Model, but not within Charge into Melee range, the Animal moves toward the closest visible Model, spending its entire movement allowance if possible. Roll a die: 1–3, the Animal uses its Walk speed; 4–6, the Animal uses its Run speed.

If the Untrained Animal is not within LOS of any Model, roll a die: 1–2, the Animal does nothing; 3–4, the Animal Walks toward the center of the play area; 5–6, the Animal Walks toward the closest Model.

Animal Example

A gorilla has a Charge into Melee range of 6". There are Playing Models at a distance of 3", 4", 5", and 6", and they all could be physically reached. The closest Model is at 3", and the Models at 4 and 5 are within 2" from the closest Model. The gorilla will charge one of these three Models (3", 4", or 5" away), chosen randomly. The Model at 6" is within Charge into Melee range, but too far from the closest Model to be considered.

ANIMAL LIST

The fabulous world of the pulps was never known for its scientific accuracy. The following stats reflect fictional conventions about animals rather than actual natural traits. We also grouped some animals (such as all birds of prey) for simplicity and again to mimic the limited level of detail of our source materials.

Alligator or Crocodile

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 2 IP	Thick hide, 5	N/A	6	8	6	No

The Skill of an Alligator or Crocodile is reduced to 3 in the Continuing Melee Phase. It is increased to 5 in water, both in Melee and Continuing Melee.

Bear

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Claws, bites, 4 IP	Thick hide, 5	6	4	6	4	No

Bird of Prey

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
3	Talons, 1 IP	Agility, 5	20	12	15	6	N/A

Birds of Prey can only be used in outdoors environments. They move over impassable obstacles, but can't end movement over them. They have unlimited LOS, unless a Model is specifically under a terrain feature.

All RF attacks against Birds of Prey have a penalty of -1.

If using Elevation rules, make sure to mark the Elevation at which the Bird of Prey is situated. A Bird of Prey can only fight in a Melee against Models at the same Elevation. A Bird of Prey can go up one Level per turn as part of a Run or Climb movement, spending up to half of its movement allowance to do so. A Bird of Prey can descend by one or two Levels as part of movement in any Action without spending any extra movement.

Dog or Wolf

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 2 IP	Natural, 6	6	8	10	6	No

Giant Rat

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 2 IP	Natural, 6	N/A	8	10	6	Yes

In the Continuing Melee Phase, a Giant Rat will attack its target as Normal, then immediately Withdraws 4" away from it. The target Model does not count as Spent but does not get to roll for a Melee attack in this phase.

Giant Spider

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 2 IP	Natural, 6	N/A	6	8	6	Yes

After a Model has been in Melee with a Giant Spider, regardless of results and other effects, its Movement allowance in reduced by 2" for the next two Activations due to the effects of the webs.

Gorilla

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Punches, bites, 3 IP	Thick hide, 5	8	6	8	4	Yes

Pterodactyl

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Talons, beak, 2 IP	Speed, 5	N/A	12	15	6	N/A

A Pterodactyl can only be found in outdoors environments. It moves over and through impassable obstacles, but can't end movement over them. It has unlimited LOS, unless a Model is specifically under a terrain feature.

If using Elevation rules, make sure to mark the Elevation at which the Pterodactyl is situated. A Pterodactyl can only fight in a Melee against Models at the same Elevation. A Pterodactyl can go up one Level per turn as part of a Run or Climb movement, spending up to half of its movement allowance to do so. A Pterodactyl can descend by one or two Levels as part of movement in any Action without spending any extra movement.

Snake

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 1 IP	Stealth, 5	6	4	6	2	Yes

Snakes are never Suppressed; each Unsaved Hit inflicts a Wound on a Snake. For each Unsaved Hit the snake causes, roll a die: 1–2, the target is immediately KO'd.

Rhino or Hippo

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Horn, bite, 3 IP	Thick hide, 4	N/A	8	6	4	No

The IPs of Rhinos and Hippos are increased to 5 during a Charge into Melee. Also, they can attack up to 3 Models in a single Charge. If after attacking a Model they could reach one or two more within the Charge range, without changing direction, keep moving the Animal and resolving attacks. In case of multiple targets in a Charge, only the last Model gets to roll a Melee attack; the previous targets only receive and resolve Attacks, without a chance of inflicting Melee damage. RF against charging Rhinos or Hippos has no effect.

© Pulp Miniatures

Tyrannosaurus Rex

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Bite, 4 IP	Thick hide, 4	N/A	10	12	4	No

A single Unsaved Hit from a T-Rex will KO its target.

Tiger or Lion

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Claws, bites, 4 IP	Natural, 6	8	6	8	4	No

Velociraptor

Skill	Melee	Protection	Training Range	Charge	Run	Walk	Climb
4	Claws, Bites, 2 IP	Thick hide, 5	N/A	8	10	6	Yes

ANIMAL MODIFICATIONS

During set up, a player can spend 1 SP of an Elite Unit including a Trained Animal to give the Animal one of the modifications below. The modifications may also be given to Untrained Animals to add interest to a scenario.

Animal Modification Table	
Upgrade	**Effect**
Armor	Lower the Protection value of the Animal by 1.
Jetpack	Allow the Animal to fly following the same rules for Birds of Prey and Pterodactyls.
Extra head	Add 1 IP to the IPs of the Animal.
Enhanced Intel-ligence	Double the Training Range of a Trained Animal.
Mounted Firearm	The Animal can perform a Ranged Attack as its Action for the turn. The Animal can move up to 2" before or after performing the attack. The weapon has a Range of 8" and 2 IPs.
Electric Skin	After seeing the opponent's Save Roll in a Melee, the owner of an Animal with this modification can force the opponent to reroll their Roll. The second roll stands.
Humanimalistic Metempsychosis	Once per game, during the Activation of a Unit in which Trainer and Trained Animal are within Training Range, swap the position of Trainer and Trained Animal in the play area. Can only be performed if the Trainer selects DS, RF, or Pass as its Action for that turn. If applicable, the DS or RF token follows the Trainer in the new position.

ADVANCED TERRAIN AND MOVEMENT

This section contains more options for terrain and movement. All of the following features are optional unless part of an official scenario. As they add complexity, these rules are not recommended for beginners.

ELEVATION AND CLIMBING

In the standard game, all events occur at the same elevation. When adding multiple Levels of elevation to the game, consider the ground Level as Level 1. The landscape can include pits and other types of apertures in the ground, but such areas are unplayable, and ending movement there KO's a Model and removes it from the game. The lowest playable Level in a game is always Level 1.

Levels above 1 are simply marked by sequential numbers, such as Level 2, Level 3, and so on. This is an abstraction meant to increase playability; the exact distance between Levels is irrelevant. For the same reason, all Levels are considered perfectly flat. There are no inclination effects in the game.

You cannot Charge into Melee across Levels.

Falling or Jumping down by one Level causes a non-flying Model to become Suppressed. Falling or Jumping down by two Levels inflicts a Suppression and a Wound on a non-flying Model. A non-flying Model cannot voluntarily jump down by more than two Levels. If forced to fall by more than two Levels, the non-flying Model is considered KO'd and removed from the game.

Levels may be connected by stairs, ladders, ropes, or similar devices. Going up or down by one Level using one of these devices costs 2" of movement.

Climbing up or down by one Level without using stairs, ladders, ropes, or similar devices, costs the entire Activation of the climbing Model.

PLATEAU EFFECTS

LOS may be blocked if the Models are at different Elevations and at a certain distance from the edge that separates the Levels.

When using 3D terrain, the easiest way to check LOS between Levels is to use a thread. If by creating a straight line with a thread you can connect any part of two Models at different Elevations, then the Models have LOS on each other.

When using 2D terrain, or if you don't want to use the thread method, check plateau effects using the distance of the Models from the edge between Levels. The general idea is that LOS is more likely to be established when the Model at the lower Elevation is far from the edge, and the Model at the higher Elevation is close to the edge.

With one Level of difference between them, two Models have LOS to each other if the distance between the edge and the Model at the lower Level is equal to or higher than the distance between the edge and the Model at the higher Level.

With two Levels of difference between them, two Models have LOS to each other if the distance between the edge and the Model at the lower Level is at least twice the distance between the edge and the Model at the higher Level.

With three Levels of difference between them, two Models have LOS on each other if the distance between the edge and the Model at the lower Level is at least three times the distance between the edge and the Model at the higher Level.

Line of Sight cannot be established between Models four or more Levels apart, due to distance.

DOORS

When using these optional terrain rules, Doors must be marked as Open, Locked, or Unlocked at the beginning of the game.

Open Doors do not block LOS and have no effect on movement. Unlocked Doors block LOS but do not affect movement. Locked Doors block LOS and movement.

A Model can spend 2" of movement during an Action other than Pass or Charge into Melee to close an Open Door and mark it as Unlocked, or open an Unlocked Door and mark it as Open. This can be done at any point during movement.

To open a Locked Door, a Model must end its movement adjacent to it. The next time that Model activates, the Model can spend 2" of movement in any Action other than Pass or Charge into Melee to mark the door as Open or Unlocked (player's choice).

Optionally, the players may agree to mark some Doors as Tough Doors. To Open or Unlock a Locked Tough Door, a Model must spend 1 SP in addition to performing the procedure above, or Pass and spend an entire Activation next to the Locked Door. The Tough Door becomes Open or Unlocked at the end of that Unit's Activation. A scenario may also indicate some Doors as regular to one side and Tough for the other (the home team may own the keys or know the codes, for example).

Locking an Open or Unlocked door is usually not allowed. Players may optionally agree that a Model adjacent to an Unlocked Door may spend 1 SP to mark the Door as Locked. A scenario may give this ability to only some of the characters in the game.

OTHER TERRAIN

Most terrain features can be defined in game terms by what they do to the Models in play. In the standard game, some terrain is impassable and some terrain can be jumped over. With regard to LOS, some terrain blocks LOS and some allows it with a penalty (Degrading Terrain).

The table below offers more options for different kinds of terrain to include in your scenarios.

Other Terrain Table

Type	LOS	Degrading	Other effects
Tall grass, mist, smoke	Yes	Yes	-
Fog, thick smoke, curtains	No	N/A	-
Fire	Yes	Yes	A Model ending movement adjacent to fire or in a fire area suffers a Wound automatically. A Model can perform a Run or Charge into Melee Action through fire as long as it ends movement outside of it. If running through more than 2" of fire, the Model suffers a Wound automatically. If running through 2" of fire or less, roll a die: 1–4 the Model suffers a Wound; 5–6 no effect.
Marsh, mud, icy floor, cookie dough	Yes	No	Doubles the movement expenditure for the part of movement performed on this surface.
Bushes, haystacks, piles of snow or rubble	Yes	Yes	Doubles the movement expenditure for the part of movement performed on this surface.
Glue, magnetic floor	Yes	No	Triples the movement expenditure for the part of movement performed on this surface.
Thick bushes, ball pit, spaghetti pool	Yes	Yes	Triples the movement expenditure for the part of movement performed on this surface.
Waterfall	No	N/A	To move through it, a Model must begin its Activation (Full or Partial) next to it, and spend the entire Activation moving to the other side of the waterfall. Cannot end movement inside a waterfall.
Weak Wall	No	N/A	Blocks movement and LOS. If any part of the weak wall is in the KZ of an explosive weapon, that section only becomes open terrain.
Geyser	Variable	N/A	Use a double-sided token, marked Active on one side and Inactive on the other. Turn the token to the opposite side during each End Turn phase. When Active, the geyser is impassable, blocks LOS, and each Model in contact with it will receive a Wound automatically. When Inactive, it counts as a pit that does not block LOS and can be jumped across.
Timed trapdoors	Yes	No	Like a geyser, but can be moved through normally when Inactive, and become impassable when Active.
Radioactive material, poison gas, cursed area	Yes	No	Any Model ending movement in the indicated area rolls a die: 1–4, receive a Wound; 5–6, no effect.

Spatial warp, graviton machine.	Yes	No	Always a circular area projecting from a marked center. Movement expenditures are halved when inside the area and moving toward the center, and doubled when inside the area and moving away from it.
Teleporters	Yes	No	Always in pairs. A Model ending movement in Teleporter can spend its next Activation (Full or Partial) to move automatically to the paired Teleporter, performing no other Action.
Magic circle	Yes	Variable	Models within the circle are affected by one of the effects below, as decided by the owning player. Different Models may be affected by different effects, and the effect may change from turn to turn: - Protection increased or lowered by 1. - Reroll the best or worst result on all dice in a Save Roll. - Models count as being in Degrading Terrain.

CREATING SCENARIOS

This section shows you how to create endless scenarios for *Pulp!* It also contains two full scenarios which hopefully will inspire you to create many more!

GENERAL CONCEPTS

A scenario in *Pulp!* consists of 5 elements: a roster for the parties involved, terrain, type of mission, chrome, and role in a campaign. Let's examine each in more detail.

CHARACTER ROSTERS

At a page 8 we discussed the basic configuration of a typical warband. That roster can also be the starting point for immensely varied configurations. To modify the basic roster at will while retaining game balance, all you need to do is to follow this Golden Rule: every time you assign an advantage to a team, make sure you also assign a disadvantage to that same team, or a similar advantage to the opposing team.

For example, you may choose to equip one of your Heroes with a mighty assault rifle, and to balance that you may also assign a powerful weapon to a Hero of the opponent, or weaken or remove the Ranged Weapon of another of your Heroes. Or maybe you can convert one of your Veteran Units into an Elite unit, while degrading another Veteran of yours to a Seasoned level. Or maybe you get an extra Model in an Elite Unit and the opponent gets two extra Models in a Seasoned Unit. Or you can turn a Two-Model Unit into a Three-Model one, while also weakening a weapon in your team, or giving up a grenade, or reducing the number of Models in another Unit, or worsening a Protection value, or assigning a restriction to a Unit (say, it can't enter certain areas or attack certain enemies), and so on.

Furthermore, in the basic roster all Models have a total of 4 IPs (2 from Ranged Attacks and 2 from Melee). An easy and thematic way to modify this element is to give some Units 3 Ranged IPs and a single Melee IP, or maybe 1 Ranged IP and 3 Melee IPs. Or maybe you have brutes that inflict a staggering 4 IPs in Melee but have zero ranged IPs (so no Ranged Attacks). Or how about a nimble sniper with a terrifying modified rifle that can generate 4 Ranged IPs, but has absolutely no Melee skills (zero IPs there, and doesn't roll attack dice in Melee)?

By working variations of this type into a scenario, not only do you ensure that no two adventures will be the same, but you increase the tactical challenge for both players by having some heavy Melee types that need to maneuver around Ranged Units to deliver their mighty attacks, and Units specializing in Ranged combat that will try to avoid contact. You may even choose to distinguish the two parties by specializing them: one may be overall better at Ranged combat, and the other one may excel in Melee.

The number of permutations within a party and across the opposing sides is endless, and the overall balance will be preserved as long as you keep following the Golden Rule in each modification you add.

© Pulp Miniatures

TERRAIN

Pulp! is typically played on a 3' x 3' surface. Unless differently specified, this is the standard size for all scenarios in the game. Larger play areas can be adopted, and will usually result in longer games. Smaller areas may be good for introductory scenarios, but they may still be as satisfying as standard areas as they can be tactically complex, using dungeon-type terrain with a lot of corridors, rooms, obstacles to movement and LOS, and so on.

Terrain features are placed in the play area before the scenario starts to ensure that the Models have to face interesting movement choices and non-obvious decisions about LOS. In the basic game, only include terrain that is impassable and blocks LOS. This ensures that the Models have plenty of areas to maneuver around and hide behind, while keeping gameplay straightforward. See the Advanced Terrain section for suggestions about different options.

A good rule of thumb when making sure you have enough terrain is to imagine the play area as a square divided into 9 smaller squares of identical size. Check that each of these squares contains at least one significant piece of terrain, and possibly one or two smaller elements.

You can use whichever 3D or 2D terrain you prefer, so long as it makes sense with 28mm miniatures (the standard scale of the game).

If players can't agree on the general configuration of the play area, they can divide the pool of terrain features into two equal groups, and alternate placing them one at a time in the play area. Another method is to have one player set up the play area entirely, and the other player select the deployment side for each party ("I cut, you choose").

TYPES OF MISSION

Objectives and victory conditions give shape and meaning to a scenario, determining the overall flow of the narrative. Below is a list of types of mission that you may expect in the official scenarios for *Pulp!*, and that you may draw inspiration from when designing your own

encounters. These outlines are far from exhaustive when considering the range of possibilities offered by the game, but should be enough to give you some ideas and get you started. Make sure you flesh out the basics of the encounter with narrative and thematic details.

ARENA

If you don't feel like creating a complex scenario, or using one of the official scenarios, you can always play a quick arena fight, with no other goal than to destroy your opponent.

Populate the play area with multiple pieces of terrain, create identical teams, and set up each team secretly and simultaneously on opposite sides of the play area. Victory goes to the player who eliminates all opposing Models. A side also wins if it at the beginning of a turn it has Unsuppressed Models when all enemy Models still in play are Suppressed.

For a shorter brawl, the winner is the player who first eliminates three quarters, or half, of the enemy Models, as agreed by the players before starting.

For a tense arena scenario with a random ending, every time a Model is KO'd after the first, the owning player rolls a die. If the roll is less than the number of Models they lost, that player loses the game immediately.

If you want to add a bluffing element, each player secretly designates ANY of their Models (even a Green one) as "Model X". You win the game by KO'ing the Model X of your opponent. Alternately, each player designates 3 of their Models as "Model X", and a player wins the battle by KO'ing 2 of the opponent's Model Xs.

RACE TO THE CENTER

Place three Objective counters in the middle sections of the battlefield, approximately at the same distance from the entry edges of the players and from one another. The playing Units enter from opposite edges of the play area using movement in their first Activation, or set up within 1" of the opposite edges of the play area.

Party A	Party A	Party A
Objective	Objective	Objective
Party B	Party B	Party B

Each Objective may represent a magic artifact, a mystical relic, a piece of alien machinery, a part of a futuristic bomb design – anything that the playing parties may want to acquire. Maybe the villains are trying to retrieve King Arthur's sword, armor, and shield from a crypt in Scandinavia? Maybe a secret sect is attempting to collect the dismembered parts of a mummy to resurrect the monstrous creature? You decide.

Objectives can be picked up, carried, dropped and transferred according to normal rules about objects.

Victory goes to the party that transports two of the three Objectives to its starting side of the board, therefore securing them from the opponent. Once an Objective touches one of the players' starting edges, the Objective cannot be moved or affected by any game effect.

Eyes on the Prize! As a variant of Race to the Center, you can play the scenario with a single Objective in play, and the party that first carries the Objective to its starting edge wins

© Northstar Military Figures

the contest. This scenario tends to be bloody!

The Clock Is Ticking! As a variant of Race to the Center, you can play the scenario with multiple Objectives as usual, but victory goes to the side who first transports any one of the Objectives to its starting edge. This scenario is tense and a bit more luck-based.

RACE TO THE EDGE

A significant variant of the scenario above, with the same type of narrative behind it. Here the two parties start from opposing corners on the same edge of the play area, and the three Objectives are placed as shown below:

The winner is the party that first carries two of the three Objectives to its starting corner.

Objective		**Objective**
	Objective	
Party A		**Party B**

BREAKTHROUGH

Set up party A along one of the edges of the play area, and party B somewhere in the middle section. Designate the entire opposite edge (or some sections of it) as the exit from the play area.

Party A	Party A	Party A
Party B	Party B	Party B
Exit	Exit	Exit

Party A wins if it can exit half of its initial Models from the opposite edge of the play area; party B wins if it can prevent A from winning.

Many possible motivations can be woven into this scenario. Maybe the heroes are escaping from an enemy fortress or headquarters, and must fight their way to a plane / boat / submarine / truck. Or the team in the center is a group of policemen protecting a bank from the assault of a criminal gang. Or the defending group is a cult protecting a cursed temple, and the heroes are trying to enter the temple and stop an unspeakable ritual. Or the heroes just saved the obligatory heiress from the bloody altar, and now they must fight their way out of the temple.

ZIGZAG TO VICTORY

Imagining the play area divided into 9 squares, set up party A and party B in the positions indicated below. Place three Objective tokens on the table in the locations marked as 1, 2, and 3. It's even better if these tokens are actually numbered in the indicated order. Add some impassable obstacle between Objective 3 and party B.

3	Obstacle	Party B
		2
1		Party A

Party A is trying to touch all three Objectives in the right order with any of their Models. The Objectives can't be moved. If an Objective is touched by party A before the previous one was covered, party A loses the game immediately. Party A wins if it touches all Objectives in the right order; party B wins if it KO's half of the enemy Models before they can win the scenario. The obstacle is meant to prevent party B from just sitting on Objective 3 the entire game.

What's going on in this scenario? It could be an ancient temple full of strange mechanisms, with levers that must be pulled in a certain order to unlock the treasure chamber. The defenders of the temple are last descendants of the original population, or animated skeletons, or guardian robots programmed millennia ago, and they are trying to stop the intruders. Maybe the play area represents the lab of a mad scientist, and the heroes must deactivate the control panels in the correct order to prevent the explosion of the doomsday bomb.

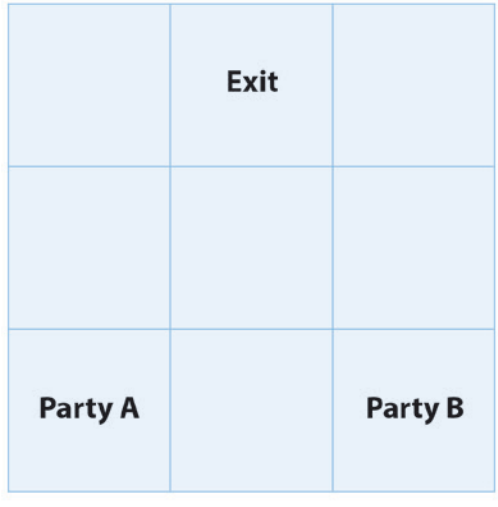
OCCUPATION

Variant of the scenario Zigzag to Victory seen on page 51. Identical set up, minus the numbers on the Objectives. Party A wins the game if it occupies any two of the three Objectives at the same time, regardless of order. The Models must be physically on the Objective at the same time. As for theme, the same motivations behind the scenario above can apply here, but the attackers must be physically present to operate the Objectives at the same time to unlock the treasure chamber, stop the bomb, etc.

Run for Your Life!

The ceiling of the cavern is falling on your head! Or a sabotaged death ray is going to detonate! Or the temple by the edge of the volcano in sinking into the lava! Or a lethal purple cloud is creeping out of the burial chamber!

This adventure can be played as an independent scenario or as a sequel to any other one. The two parties must have the same number of starting Models. Set up the two parties in

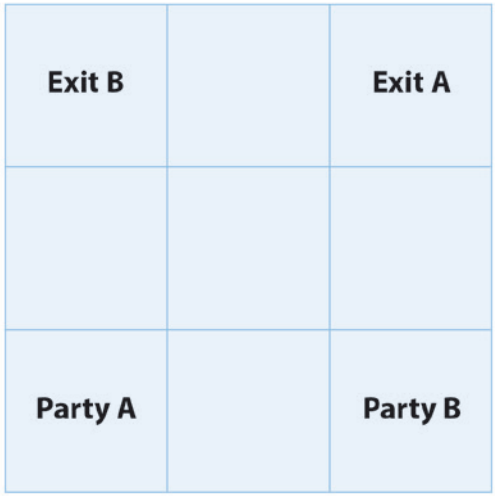


opposite corners along the same edge of the play area, and designate no more than a third of the opposite edge as the exit.

Or set up two exits, one unique for each party, but each in the opposite corner from the starting one:

In this scenario, you may want to modify the standard rules and determine that Units receiving a Partial Activation can move by 4" before going into DS or RF mode.

The winner of the scenario is the party that moves most Models out of the play area by the end of the scenario. You may choose to end the scenario when no Models are in the battlefield



anymore, or at a random moment (for example, after 3 or 4 turns, start rolling a die at the beginning of each turn, and end the scenario abruptly on a roll of 1).

DEFEND THE CENTER

One of the players sets up in the middle of the play area; the other side sets up in the corners of the play area, with at least one Unit in each corner. Mark the exact edges of the center area (ruins, walls, ditches, a circle of stones, a mystical pentacle, anything of this sort). The player from the corners wins if half of their initial Models occupy the central area at the same time. The other player wins by destroying at least half of the enemy Models.

Any narrative situation where a party is besieged by enemies and/or is defending a valuable item or location will work.

GRUDGE MATCH

Designate a Hero or Villain of each side as the Nemesis of the opposing Nemesis. That is, there will be two high-profile characters, one per team, who are each other's Nemesis. These two old enemies have finally arrived at the moment of their final confrontation. Virtually any setting and terrain will work. Set up the two teams on opposite sides of the play area. The team that first KO's the Nemesis of the opponent is the winner. To avoid turtling, you can stipulate that a team's Nemesis can be KO'd only if in LOS of the other Nemesis. Another idea is that the Nemesis characters cannot Pass, must move at least 2" per Activation, and can only move in ways that reduce the overall distance from their counterpart.

Search and Capture: One of the players secretly designates one of their Heroes or Villains as the target Model of the opponent (write down the identity of the Model on a piece of paper and keep it concealed). Maybe the target Model is a criminal in disguise whom the heroes are trying to apprehend; maybe it is a Hero who knows a dangerous secret that the enemies want to protect.

The attacking party wins if it KO's the target Model; the defender wins if it KO's half of the enemy Models – or, alternately, if the targeted party moves the target Model out of the play area through the opposite edge from the one it used to enter.

As a variant, the identity of the target Model may be known.

© Pulp Miniatures

SEARCH AND DESTROY

Variant of the scenario Grudge Match seen on page 53. One of the sides secretly designates one of two or three possible locations as the target location. Tokens are placed in the play area, and the controlling player secretly writes down which represents the target location. An enemy Model needs to have undegraded LOS to the location to establish if that is the target location or not. The attacking side wins if it throws a grenade or a dynamite stick into the actual target area. The weapon must actually hit the target; it is not enough to envelop it in a KZ. The defender wins by KO'ing all attacking Models that carry grenades or dynamite sticks.

Possible motivations could be:

- The attacking party is trying to blow up a cursed altar.
- The tomb of an evil mummy.
- A portal to a dark dimension.
- A machine that could *obviously* destroy the world, etc.

As a minor variant, the location of the actual target may be known, or more than one target may need to be destroyed.

INFINITE RACE

This scenario is better played on top of terrain tiles rather than directly on a table. Create an area of 2 x 3 tiles. Terrain features are placed randomly in it. The teams start at opposing corners of the same edge narrow edge (2 tiles), and try to move as fast as possible in the direction of the opposite narrow edge. As soon as any two Models touch the edge opposite to the starting one, all Models on the 2 tiles furthest back are removed from the game, and those tiles are placed in front of the 2 tiles ahead, extending the area of the race. Continue this way for as long as needed. The winner is the player who is left with Models in the play area when the opponent has none.

FINITE RACE

A variant of the scenario above. Establish before beginning the number of tiles that will be removed and placed in front before the players reach the final 2 x 3 tiles area. Surviving Models after the Race portion will complete the scenario as an Arena or Run for Your Life Scenario. Alternately, the first party to reach the final destination becomes the defender in a Defend the Center scenario played next.

Chrome

Now that you have your roster, a landscape, and the outline of the story, you may want to add further detail to the situation to make the experience more immersive. Added details may be

simply cosmetic, such as describing the background story of the characters, without any actual effect on the game.

In most cases, however, things become more interesting if these details result in special rules and mechanics for the scenario. Certain characters may be given special abilities or limitations to mirror traits not described in the standard rules; certain conditions may trigger unusual effects depending on the circumstances and requirements of the story. In other words, chrome means creating new rules that override or complete the standard ones to give your scenario a richer and more detailed story.

There is no limit to the amount and type of chrome you may add. It is recommended that you still follow the Golden Rule about balance when adding chrome that gives advantages to a party. Chrome may actually be an opportunity to tweak differences in strength between the two parties.

All chrome must be established and agreed on by all players before a scenario starts.

There is only one way of creating chrome, and that is to think of anything that you want to represent in the scenario, and design rules and mechanics that will bring that thing into the game.

Since that does not sound like much (and yet it is truly the only rule about chrome), it is probably better to give you some examples of possible chrome, to get your creative juices flowing. None of the following are actual, official rules, although you can choose to incorporate them in your scenarios if you so wish! Feel free to alter, ignore, or add anything you want in the ideas below. We can't stress it enough: these are not rules, but merely dreams from a colorful and exciting world.

- Little did Doctor Monster know that his beloved daughter had joined the party of heroes bent on thwarting his plans! After Doctor Monster sights the Model representing his daughter, the shock gives him a penalty of -1 on his Activation rolls for the rest of the game. Also, he cannot attack his daughter, nor she him. Doctor Monster's daughter is the only one who can disable her father's superbomb, so if she is KO'd by his minions, the heroes immediately lose the game.
- If the adventurers KO the high priest of the Evil Cult of Darkness, or blow up the Dark Idol with a grenade, all Extras, Seasoned, and Green-level cultists disperse in terror; the Veterans and Elite Units of the cult, however, are now really foaming with rage, and have a +1 on their Activation and Melee rolls for the rest of the game.
- A Model has been poisoned, and it must reach a certain location within 3 turns to get the antidote, or it'll be KO'd.
- A Ninja can disappear in a cloud of smoke and reappear somewhere else on the board. The Ninja can perform this special move as his Action in a Full Activation, teleporting anywhere within 8" regardless of intervening obstacles. He can even reappear in contact with enemy Models if he so wishes. Melee follows immediately in this case.
- Zombies don't roll for Activation; all they do is move by up to 3" trying to get into Melee contact with an opponent. They don't use weapons, are never Suppressed, and have an excellent Protection value.
- Some Models of a party start the scenario trapped in a cell, cage, pit, etc.; they can participate in the battle only after a friendly Model frees them.
- A drummer of a lost civilization in the jungle is calling for reinforcements. At the beginning of each turn, for as long as the drummer is alive, roll a die, and on a 1 or 2 the ancient civilization party receives a new Unit. The drummer never moves or fights, has protection 6, and is an Extra.
- A group of bodyguards can never move further than 6" from the Model they protect.
- One side has placed hidden traps in the play area before the game. Their location is not indicated in the play area, but secretly marked on a piece of paper. The traps are triggered and revealed when someone gets within 1" from them. Maybe a Unit can spend an SP to scan a certain area, in which case traps in the area are revealed without being triggered.
- One side has hidden Units. Their location is not indicated in the play area, but secretly marked on a piece of paper. They are constantly in RF mode. They are revealed and

start activating normally when an active enemy moves within 4" of them, or the owning player decides to move them, or to perform RF with them.

- There's a special way to move from A to B that costs 1 SP but is shorter than the normal way. For example, a party is fighting in a castle in Bavaria to free a kidnapped scientist. When entering the library, a hero can spend an SP to identify the revolving bookshelf and use its secret passage to reach the next room. Spending an SP to perform extraordinary actions like this one should be optional, not mandatory. There should always be a normal way to go from A to B in addition to the special way.
- And don't forget that you can (or should?) have Pilots in scenarios taking place deep in the jungle or in the middle of the desert!

CAMPAIGNS

Each scenario in *Pulp!* can be played independently, as a single story, or linked to other scenarios in a campaign to create an overarching narrative.

If you play a scenario as a one-shot, well, that's all you have to worry about.

If you are linking scenarios to create a campaign, the winning team in a scenario will gain one of the Improvements indicated in the Character Progression section, to be used in all remaining scenarios. If you are worried about balance, allow both teams to acquire an Improvement, representing experience they both acquired.

You will also need to decide if the campaign is going to be Tight, Loose, or Extended.

In a Tight campaign, one or both teams always remain the same, retain their Wounds, and can only use the equipment and Models they have from the previous game(s). Each scenario begins with the characters exactly in the same condition as they were at the end of the previous scenario.

An example of a Tight campaign would be a group of explorers going down a subterranean temple divided into different levels, each level representing a single game. In the storyworld of the game, only a minute or two passes between scenarios.

© Pulp Miniatures

In a Loose campaign, you still follow the narrative created by the progression of the scenarios, but parties are fully healed at the beginning of each scenario. Equipment is replaced by newly found items (identical to what they had at the beginning), KO'd members return to action without penalty ("I just passed out for a second") or are replaced by identical new members that join the expedition ("We used the other entrance"), or by prisoners that are freed by a party between scenarios, etc. In other words, each scenario in a Loose campaign starts with the parties in the same condition as they were at the beginning of the previous scenario, with the exception of advantages they may have accrued. In this campaign, scenarios still take place minutes apart from one another. Does this make sense thematically? Sort of. But we are in the world of the pulps, where no miraculous return from the grave is too miraculous.

In an Extended campaign, days or weeks pass between scenarios, allowing the players to remove Wounds and replace KO'd Models in Multi-Model Units with identical copies of their fallen predecessors. This is only possible if at least a Model of the original Unit survived. You can replace a fully eliminated Unit only with a fresh and full Unit of a lower quality (from Veteran to Seasoned, for example). This is a compromise between the Tight and Loose campaign. It is less harsh than the Tight campaign as it allows for some replacements, but it is also more realistic than the Loose campaign, as there are some negative effects (the gradual lowering of the Unit's quality) that carry over from previous losses.

EXAMPLE SCENARIOS

SCENARIO 1: ESCAPE FROM NEW ROME

Examining the ancient manuscripts of the Roman historian Ammianus Porcellinus, Professor Zechariah James has learned that the Romans attempted to establish a colony in the heart of Africa in the second century CE, in an area untouched by modern explorers. The professor has launched an expedition to seek the ancient ruins of that colony, but to his surprise he has found a lot more than he had bargained for. It turns out that the colony of Nova Roma still exists, and is inhabited by the descendants of the original settlers, who have had no contact with the outside world for almost 2000 years.

Unfortunately, the harsh conditions for survival in the heart of the jungle have made these New Romans extremely protective and hostile. They do not wish to establish relationships with the outside world, and they will do whatever it takes to prevent Professor James' expedition from leaving!

ROSTERS

Zechariah James and the Pursuers of Knowledge

This warband consists of: Zechariah James, Louise Lebrawner, Jeremy Hourglass, and two Units of 3 Graduate Students

Zechariah James, Professor of Classics							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Hero	2	3	3	Combat knife, 2 IP	Rifle, 12", 2 IP	Agility, 5

Louise Lebrawner, Teaching Assistant							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	2	Combat knife, 2 IP	Handgun, 8", 2 IP	Agility, 5
Notes							
Louise double-majored in Classics and Chemistry. She can spend an entire Activation (Full or Partial), without moving, to prepare a Molotov bottle (Range 6", 3 IP, KZ 1.5", single-use). The weapon is added to her equipment, or that of any friendly Model in base contact with her, and can be used as normal starting from next turn. The team can only have one Molotov bottle in play at a time.							

Jeremy Hourglass, Teaching Assistant							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	2	Combat knife, 2 IP	Handgun, 8", 2 IP	Agility, 5

Graduate Students							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
3	Seasoned	4	5	1	Combat knife, 2 IP	Handgun, 8", 2 IP	Natural, 6

The Romans

This warband consists of: a Centurion, a Bodyguard, a Lion Trainer, a Lion, and 4 Units of two Light Infantry.

Centurion							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Villain	2	3	3	Sword, 2 IP	Spear, 6", 2 IP, single use	Medium Armor, 4 (half speed)

Bodyguard							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	2	Sword, 2 IP	Spear, 6", 2 IP, single use	Medium Armor, 4 (half speed)

Trainer							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	1	Sword, 3 IP	Spear, 6", 2 IP, single use	Light Armor, 5

Lion							
Number of Models	**Skill**	**Melee**	**Protection**	**Training Range**	**Charge**	**Run**	**Walk**
1	4	Claws, bites, 4 IP	Natural, 6	8	6	8	4

© Pulp Miniatures

Light Infantry							
Number of Models	Level	Act	Skill	SPs	Melee	Ranged	Protection
2	Seasoned	4	5	1	Short sword, 2P	Short bow, 8", 2 IP	Light Armor, 5

Play Area

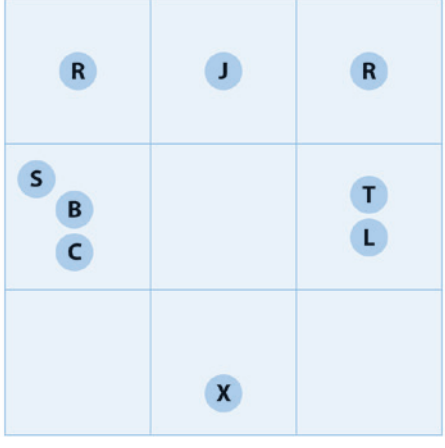
Set up a play area of approximately 3' x 3'.

Use plenty of trees and ruins to represent the city in the jungle, and to offer both cover and obstacles to movement. All these features are impassable and block LOS.

Professor James' party sets up first, placing all of their Models anywhere in the area marked with J.

The Roman player sets up the Centurion (C), Bodyguard (B), Trainer (T), and Lion (L) in the center of the areas indicated by the corresponding letters on the map.

The remaining 4 Roman Units set up anywhere in either / both areas marked with R, but at no closer than 8" from any enemy Model.



Special Rules and Victory Conditions

Professor James' party has Initiative automatically in the first turn of the game.

In the End Phase of each turn roll a die. On a roll of 1, a Snake will enter the play area from S. Activate it as a normal Untrained Animal starting from the following turn.

Professor James' party wins if any 2 Models from the party exit the board from the area marked with an X. That represents the location of the clearing where the expedition's airplane is located.

Alternatively, James can assign the Pilot designation to any 2 Models in their party, and wins if either of these Models exits the board from the area marked with an X.

The Romans win if they prevent the enemy party from winning.

SCENARIO 2: THE GARDEN OF THE THOUSAND SORROWS

As one of the most gifted chemists of his generation, Doctor Akira Doku could have been a great benefactor of humankind. This, at least, until people around him started being killed by poisons no one could identify, and many began to suspect that Doku's genius bordered on insanity. It was at that point that Doku vanished from public life.

While sojourning in Guam during one of their expeditions, world-famous explorer Jack Dare and his sidekick Jazz picked up rumors that Doku had set up a secret base on an uncharted island, where he appeared to be working on the production of a lethal toxin. The rumor became all the more concerning when it emerged that German ships had been spotted around Doku's private island.

Is Doku working on a new poison that may give Germany a devastating weapon in a possible, future war? Jack Dare certainly won't hesitate to find out! And now, after recruiting a group of Okinawan monks from the Temple of the Just Hand, Jack and Jazz are ready to confront Doku and his allies!

Rosters

Dare and the Just Hand

This warband consists of: Jack Dare, Jazz Krent, and four Units of 3 Monks of the Just Hand.

Jack Dare, Adventurer							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Hero	2	3	3	Superior Fighting Skills, 3 IP	Handgun, 8", 2 IP, 2 Grenades, 6", 4 IP, 1.5" KZ	Agility, 5
Notes							
Jack can fire his handgun into a Melee if Jazz is the only possible friendly target. ("Don't worry about me, Jack!", shouted Jazz). Jazz won't be hit by friendly fire in this instance.							

Jazz Krent, Sidekick							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	2	Fighting Skills, 2 IP	Handgun, 8", 2 IP	Agility, 5
Notes							
Jazz can fire his handgun into a Melee if Jack is the only possible friendly target. ("Don't worry about me, Jazz!", shouted Jack). Jack won't be hit by friendly fire in this instance.							

Monks of the Just Hand							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
3	Seasoned	4	5	1	Sword, 2 IP	Flying blades 6", 2 IP	Natural, 6

Doku, his followers, and his allies

This Warband consists of: Doku, two Units of 3 Japanese Cultists, Hella, one Unit of 2 Brutes, and one Unit of 2 Soldiers.

Doku							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Villain	2	3	3	Master of martial arts, 4 IP	No Ranged Attacks	Dodging skills and agility, 4 vs Melee 5 vs Ranged
Notes							
It may be parlor tricks, hypnotism, or actual magic, but Doku seems to have the power to disappear and reappear in different locations! When given the option of moving as part of his Activation or during a Withdrawal, an Unsuppressed Doku can choose to disappear from the map in a puff of smoke, and reappear anywhere within 8" of where he was before. This special movement is not hindered by any obstacle. When Doku reappears, he counts as activated. However, Doku can choose to reappear adjacent to an enemy Model! If he does so, a round of Melee is immediately resolved as normal. To be clear: Doku could Withdraw from an enemy Model during the Continuing Melee phase, reappear somewhere else, and immediately start a Melee with another Model.							

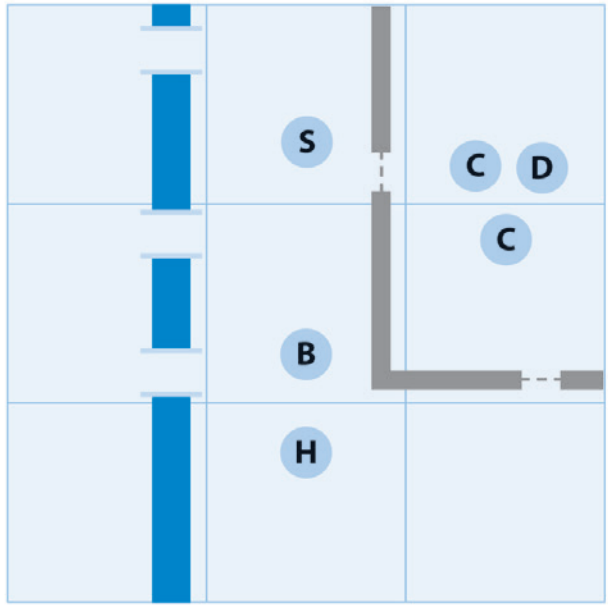
Japanese Cultists							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
3	Seasoned	4	5	1	Sword, 2 IP	Shuriken, 4", 2 IP	Natural, 6

Hella, the German commander							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
1	Elite	2	3	2	Knife, 1 IP	Submachine gun, 8", 3 IP	Natural, 6

Brutes							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
2	Veteran	3	4	2	Freakish strength enhanced by mad science, 3IP	No Ranged Attacks	Bulky, hard muscles, 5

Soldiers							
Number of Models	**Level**	**Act**	**Skill**	**SPs**	**Melee**	**Ranged**	**Protection**
2	Seasoned	4	5	1	Knife, 1P	Rifle, 12", 2 IP	Natural, 6

Play Area



Set up a play area of approximately 3' x 3'.

A river crosses the board. It is crossable by normal movement only at the Fords (the 'breaks' in the river as shown). If you decide to make the river 4" wide or less, it can be crossed by jumping at any point using the normal jumping rules.

Set up Doku (D), his Cultists (C), Hella (H), the Nazi Brutes (B), and the Nazi Soldiers (S) approximately in the spots indicated by the letters.

Walls surround Doku's garden. These walls are topped by broken glass covered in lethal toxins, so it is impossible to climb them. They block LOS. The garden can be entered only through the gates (dotted lines). The gates are Open and remain Open for the entire game.

Dare and his allies set up anywhere within 1" of the left side of the board.

Make sure you add plenty of trees, rocks, and other types of terrain on both sides of the river and inside the garden. All these features are impassable and block LOS.

Special Rules and Victory Conditions

Doku never leaves the garden and at least one of the Japanese Units must always remain there too.

Dare's party wins if they KO Doku (effectively capturing him and shipping him to prison). Doku's party wins if they KO Jack Dare or Jazz Krent, and at least 2 Units of the Just Hand.

OSPREY GAMES
Bloomsbury Publishing Plc
Kemp House, Chawley Park, Cumnor Hill, Oxford OX2 9PH, UK
29 Earlsfort Terrace, Dublin 2, Ireland
1385 Broadway, 5th Floor, New York, NY 10018, USA
E-mail: info@ospreygames.co.uk
www.ospreygames.co.uk

OSPREY GAMES is a trademark of Osprey Publishing Ltd

First published in Great Britain in 2022
This electronic edition published in 2022 by Bloomsbury Publishing Plc

© Marco Arnaudo 2022

Marco Arnaudo has asserted his right under the Copyright, Designs and Patents Act, 1988, to be identified as Author of this work.

All rights reserved. No part of this publication may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or any information storage or retrieval system, without prior permission in writing from the publishers.

A catalogue record for this book is available from the British Library.

ISBN: PB 9781472849632; eBook 9781472849618; ePDF 9781472849625; XML 9781472849601

Typeset by PDQ Digital Media Solutions, Bungay, UK

Osprey Games supports the Woodland Trust, the UK's leading woodland conservation charity.

To find out more about our authors and books visit www.ospreypublishing.com. Here you will find extracts, author interviews, details of forthcoming events and the option to sign up for our newsletter.

Photographs

All photographs in this book were kindly supplied by Northstar Military Figures (using figures from the Artizan Designs and Copplestone Castings ranges, www.northstarfigures.com)) and Pulp Figures (www.pulpfigures.com). See photo caption for specific details.

Acknowledgments

My sincerest thanks go to Michael Matecha, Sean Johnson, Joel Eddy, Elizabeth Davidson, and Luis Puga, who were kind enough to playtest *Pulp!*

Illustrator

All artwork in this book by Dimitris Martinos. He is an illustrator/comic artist born and based in Athens, Greece. He initially started drawing as a child around the 1980s, inking hundreds of black and white pages inspired by World War Two comics. He has worked for Modiphius on *Acthung! Cthulhu*, and for the French comic publisher Delcourt.